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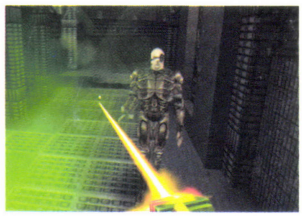
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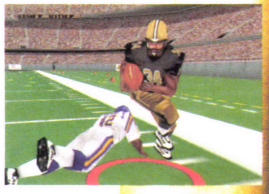
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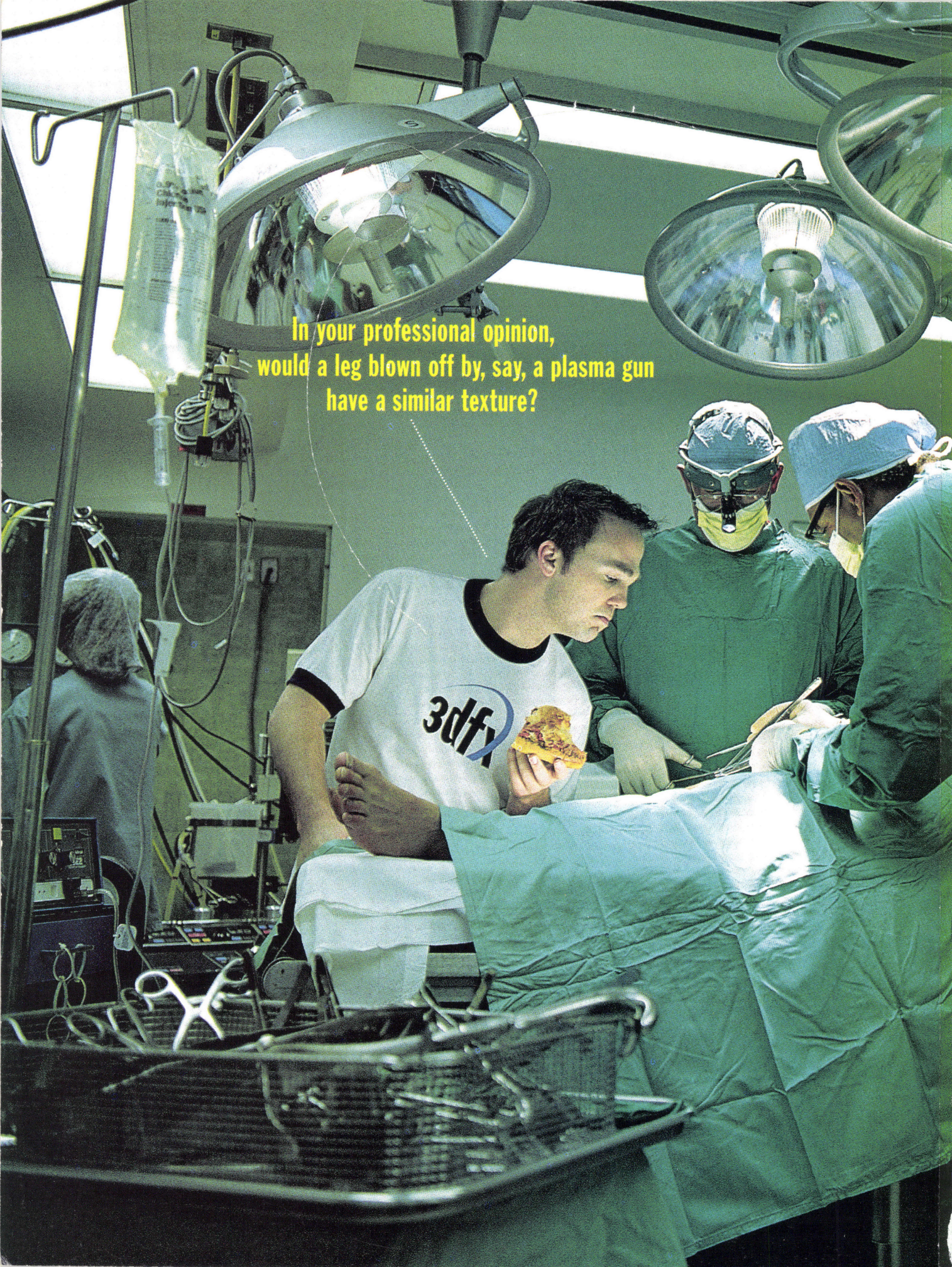
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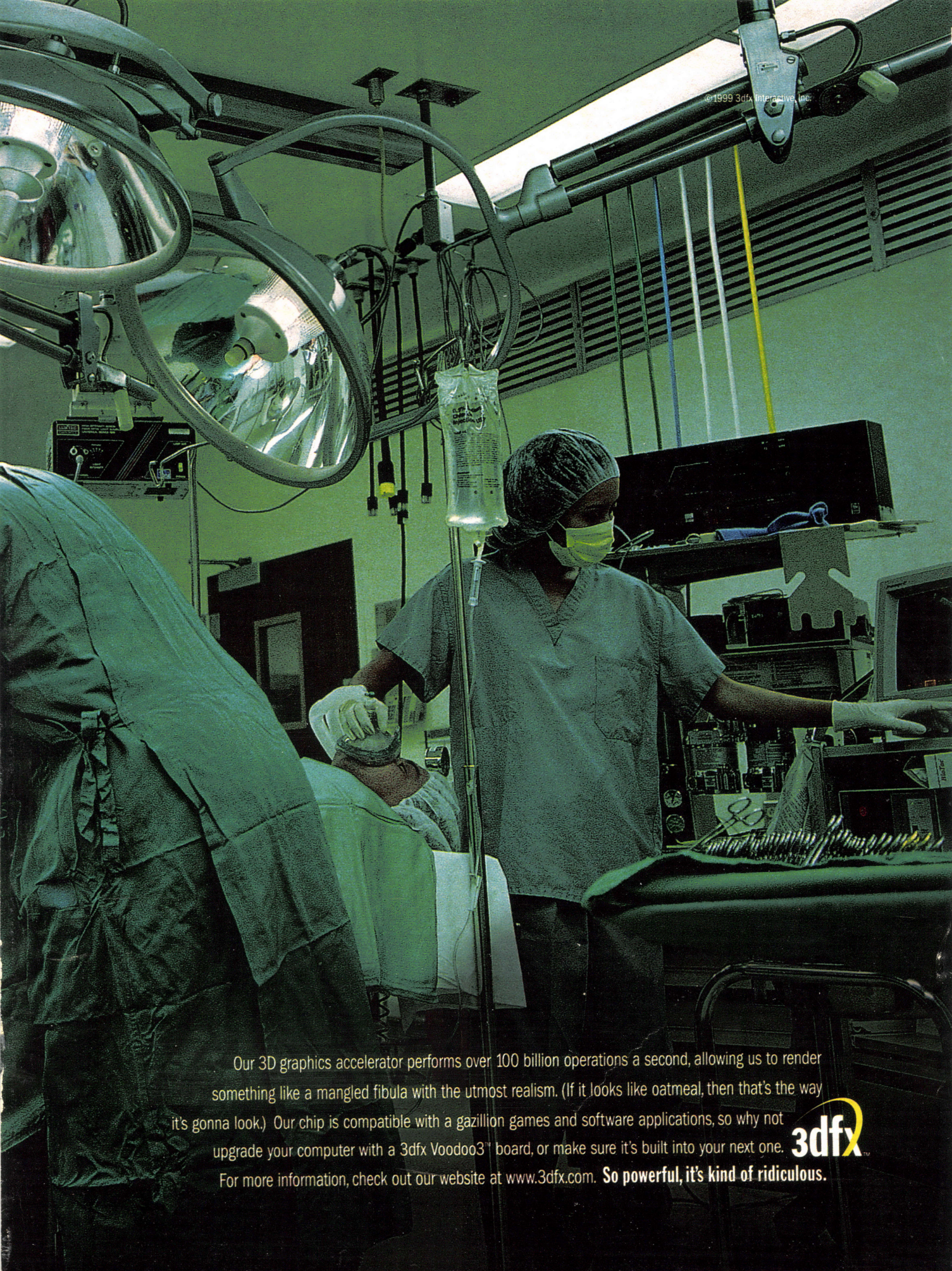


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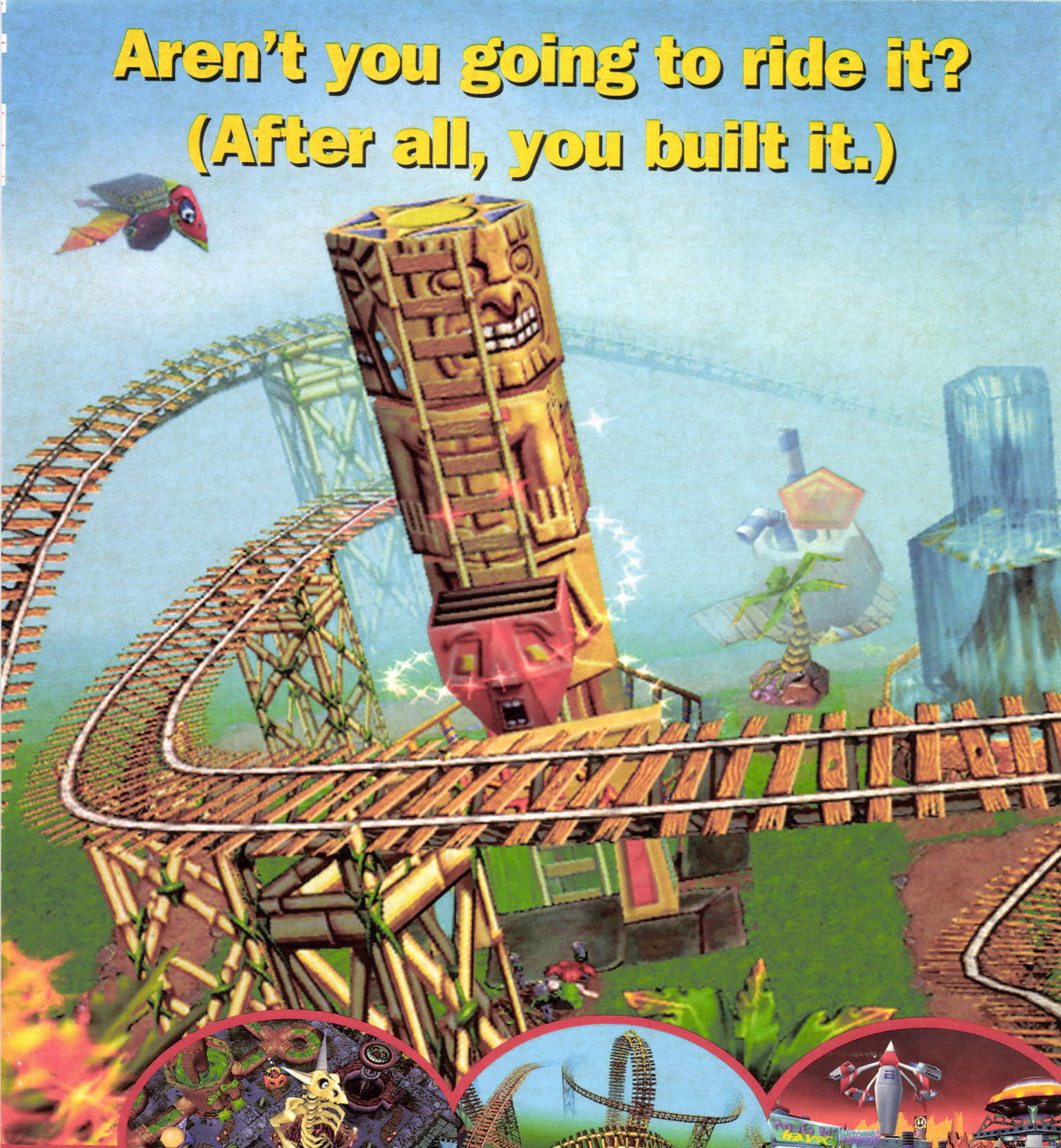

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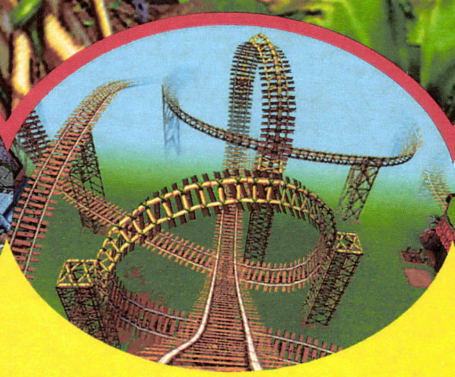
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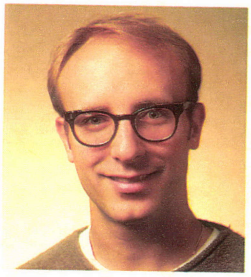
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EDITOR-IN-CHIEF

Tasos Kaiafas

Welcome to *incite PC Gaming!* We're really excited to bring you a new kind of computer gaming magazine, one that we think you'll enjoy every month. *incite PC Gaming* is no ordinary game magazine. You're a player, and I don't mean just games. You're into the coolest movies, music, and TV shows. You like to stay in shape, play sports, and look good—because you're a success. You like nice cars and know all about the latest gadgets and toys. This is a game magazine built just for guys like you.





Joe Vallina
Deputy EIC
Joe came to *incite PC Gaming* from *Computer Gaming World*, where he was managing editor. Before that he killed bugs at *Pest Management* magazine. He is the only Fugazi fan at *incite*.



Nikki Douglas
Senior Editor
Nikki founded the popular Web site *grrlgamer.com*. She is an avid *EverQuest* player and as the sole woman on the staff, keeps us in line.



Gary Eng Walk
Senior Editor
Gary comes to us from *Entertainment Weekly* He is doing just fine in our...how should we put it...*less-structured* environment.



Darren Gladstone
Senior Editor
Some call him geek, others call him gizmo, but Darren tries to use his powers for good...and the occasional *Unreal Tournament* gib-fest.



Steve Klett
Senior Editor
Steve comes from *PC Games*, where he was editor-in-chief. He serves as our Rocky Mountain correspondent all the way from lovely Colorado.



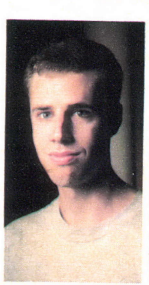
Wil O'Neal
Senior Editor
Wil O'Neal was the features editor at CNET's *Gamecenter*. He plays scores of computer games, races BMX bikes, and picks fights with rival editors at industry events.



Dave Rees
Multimedia Editor
Dave comes to us from *Gamers' Republic*. He is the *incite CD-ROM* wizard who has produced such well-loved hits as "Installing a 3D Card."



Paul Semel
Entertainment Editor
Paul is our man in Hollywood. If he knows your number, your somebody. If he doesn't...well, don't quit your day job.



Peter Babb
Copy Editor
Peter is the guardian of all things copy. He is also our resident hip-hop expert, keeping us abreast of all that's happening in the rap world.

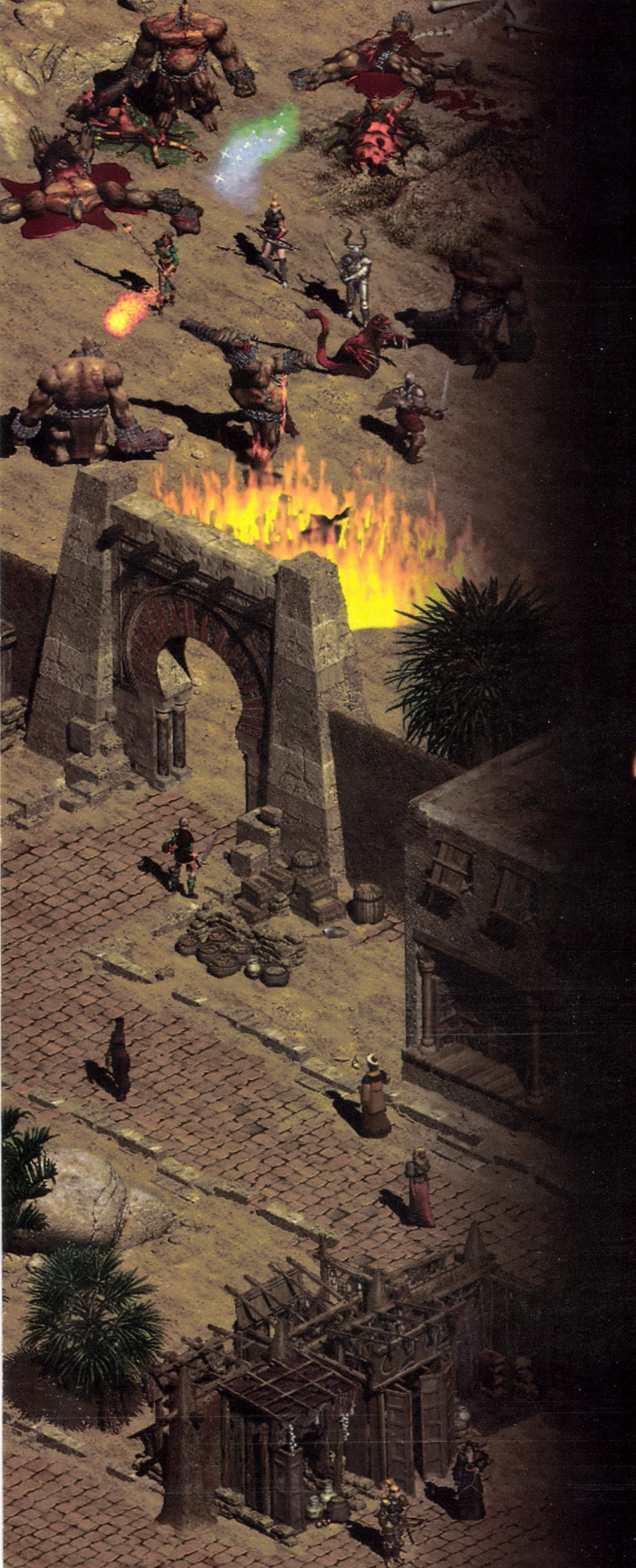


Di Luo
Editorial Assistant
Di does it all around the *incite PC Gaming* offices, although his main job is testing games in our Test Center. He somehow finds time to go to UC Berkeley, too.


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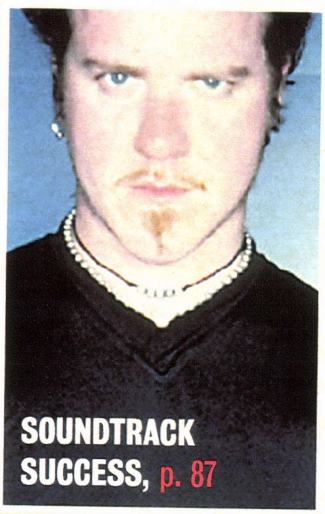
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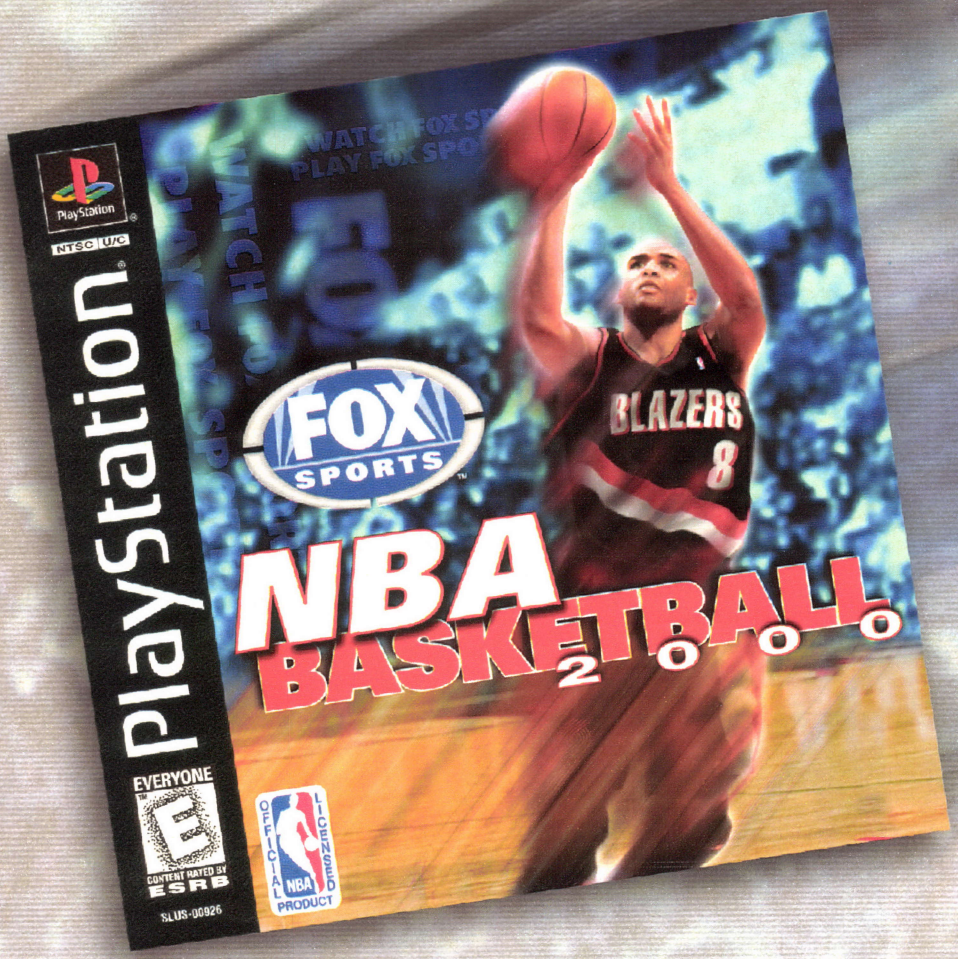
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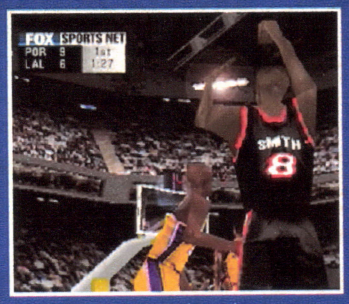
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INTRODUCING THE NEWEST WAY TO PLAY BASKETBALL

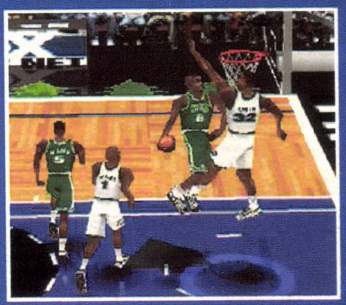




Camera angles that put you in the action



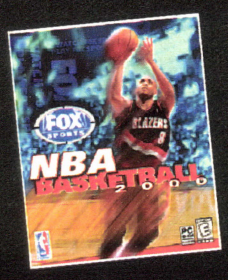
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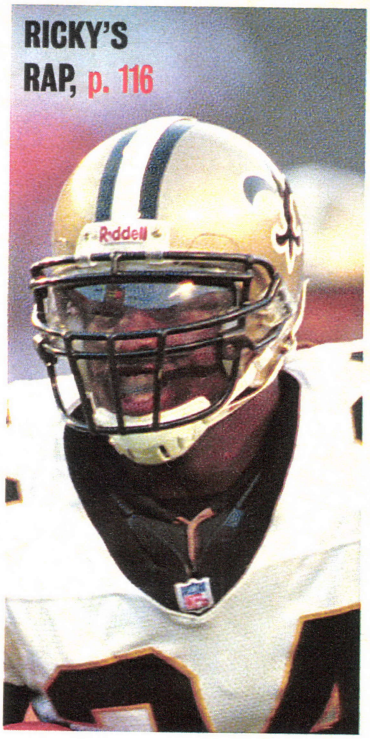
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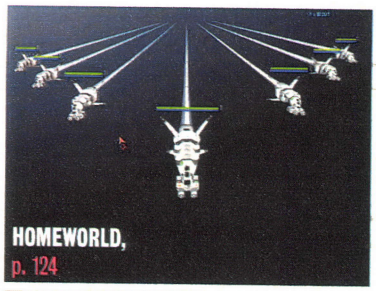
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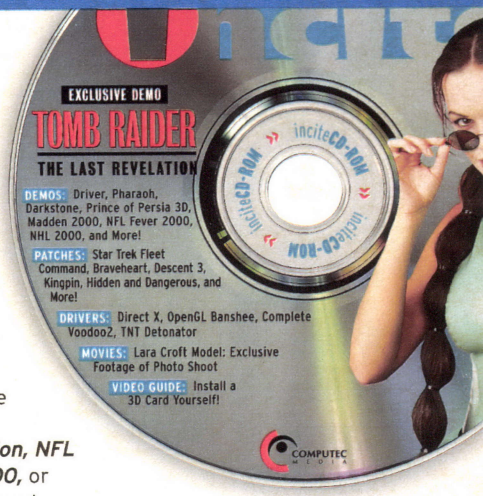
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ON THE incite CD-ROM



The *incite CD-ROM* has the best interviews, hottest videos, and coolest game demos on the planet.

How can we be so confident? Well, how does a behind-the-scenes video of the real-life **Lara Croft** sound?

Interested in playable demos of the new ***Tomb Raider: The Last Revelation, NFL Fever 2000, Madden 2000,*** or ***Homeworld?*** They're all here!

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Live Lara Video
The real Lara reveals all in this hot video shoot.

Molyneux Interview
The creator of *Black & White* tells all.

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Dr. Gizmo shows you how to install a video card.

Playable Demos!

Tomb Raider: The Last Revelation
Lara moves on to the mysterious land of Egypt.

Driver
Wreak havoc on the streets of Miami!

Homeworld
Blast aliens as you try to play prodigal son.

Darkstone
If you loved *Diablo*, you'll love this great RPG.

Pharaoh
Three full levels of this Egyptian empire builder.

Prince of Persia 3D
Our prince is up to his neck in trouble again.

Madden 2000
Take your shot at the Lombardi trophy.

NFL Fever 2000
This could be the best football game ever.

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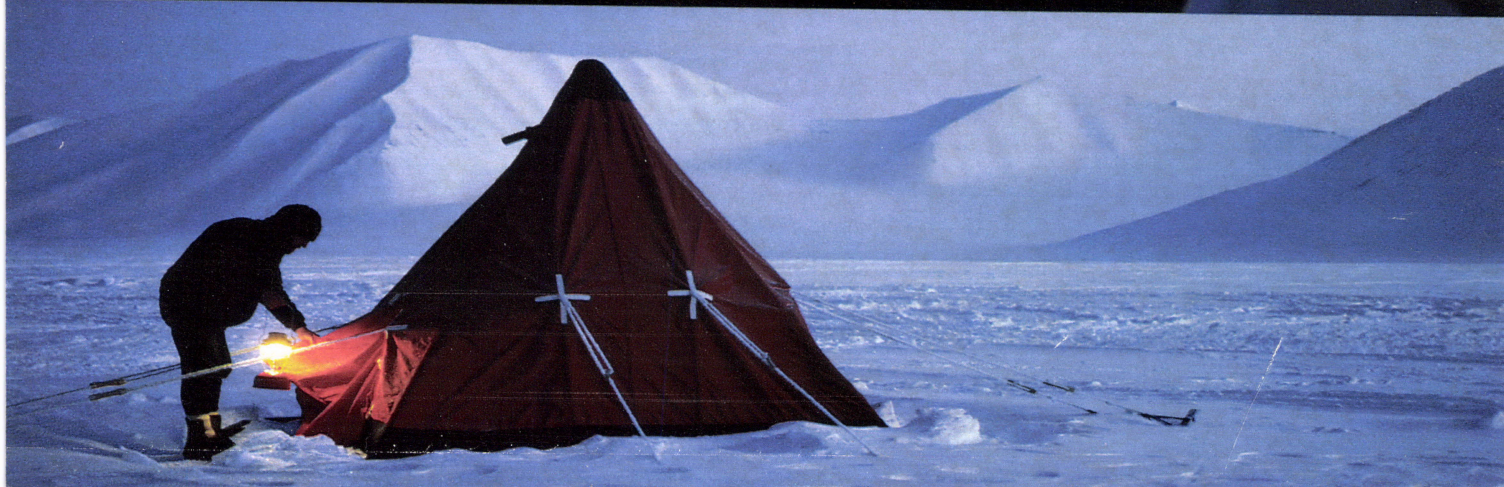
If AutoPlay is unavailable on your computer, you must open the disc manually. To do this, right-click on the icon and select "open," then double-click install.exe. Please send all support questions to cdsupport@incitepcgaming.com.



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"At 13,000 feet, your stove dies and you're toast.

Check mine out. It's super lightweight. Burns a little **hot**, but not too bad. It works great melting ice chunks for water at **high altitude.** I'd say it's **just as good** as any of the turbo-jetted models, **except** when it comes to long-term simmering. Here's one trick my buddy showed me. First, **prime the stove** and burn it until it's hot. Then shut it off and make sure the flame is completely out. Next, **remove the fuel bottle**, release all the pressure, **reconnect the bottle**, pump it two or three pumps and relight it. Big improvement. You can also use the lid from a cookset as a defuser plate. Just put **three small balls of foil** between the lid and your cooking pot. Overall, it's a good stove. Still, I wouldn't recommend it **for beginners.**"





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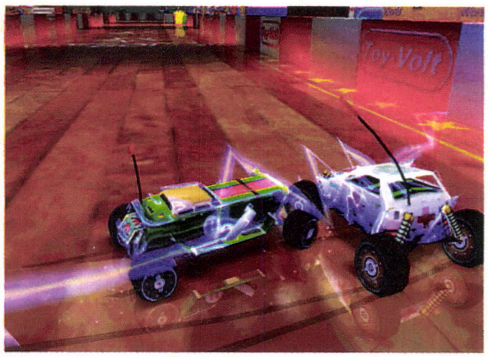
True-to-R/C-racing physics! Objects and surfaces affect the action just like real life!



Wildly interactive environments: museum, cruise ship, ghost town and supermarket!

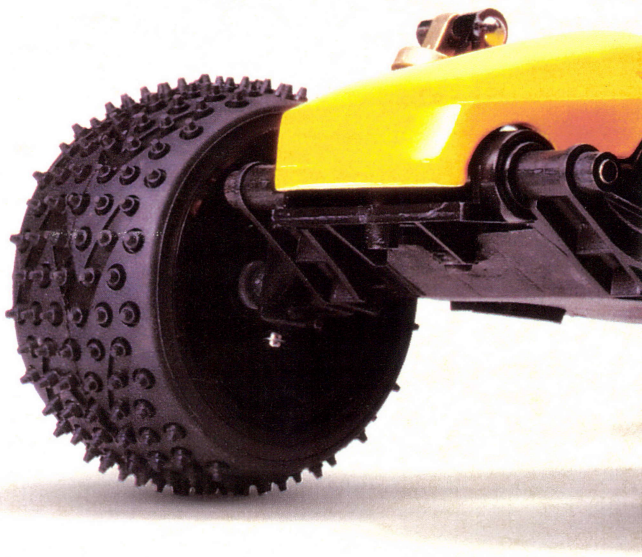


Pint size weapons pack a major punch: bottle rockets, ball bearings and the shockwave!



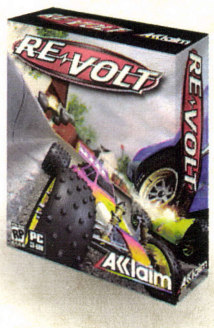
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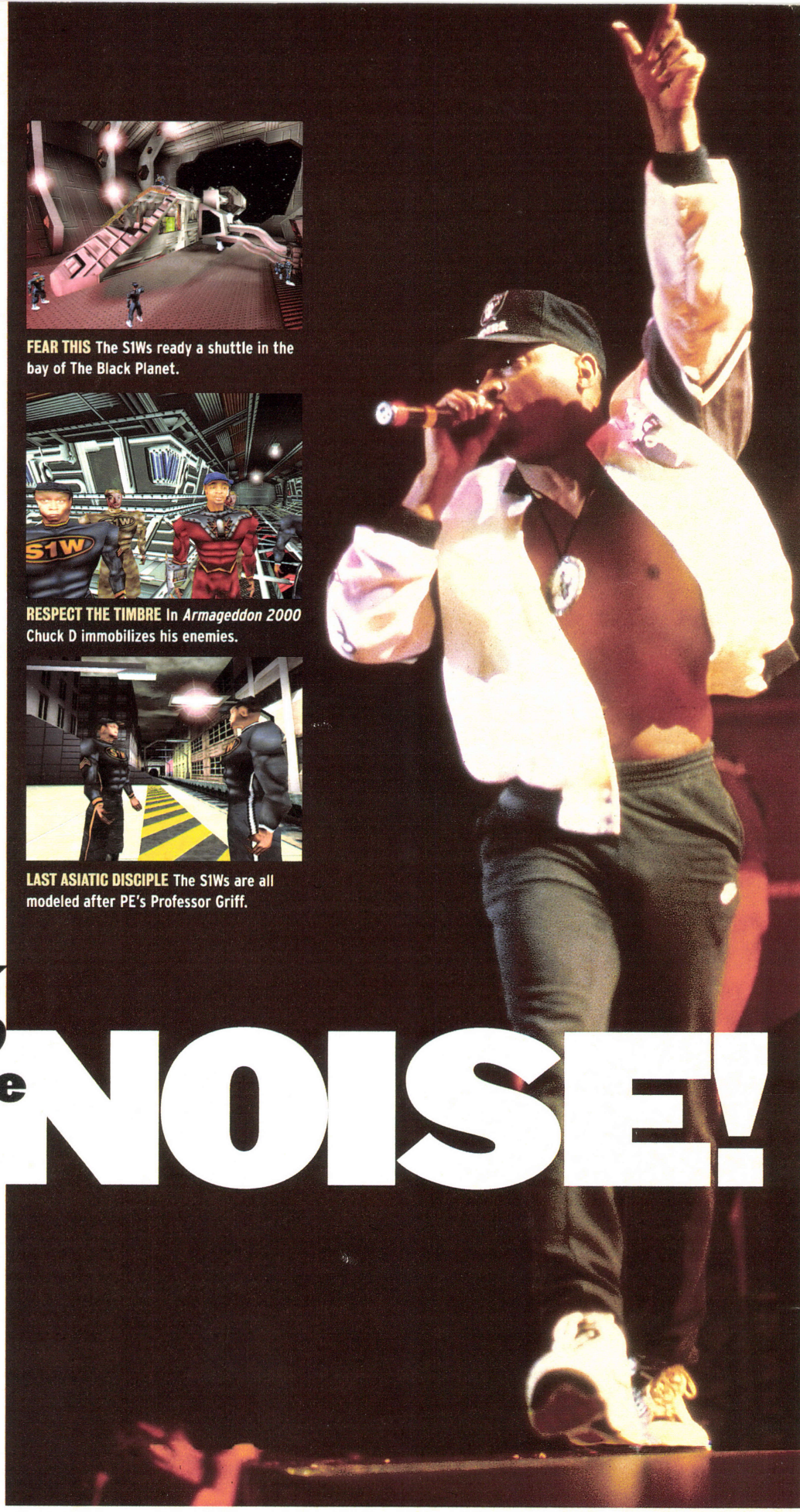


This is remote control racing done right! Realistic R/C physics, great weapons, awesome environments and eye-spinning graphics. Rip it up on tracks littered with objects to knock out of your way and into your opponents. Gun it through environments you always dreamed of racing through, but never could before! Barrel through museums, trash toy stores, and blast through botanical gardens. Cause serious mayhem with a seriously small car. All at scale speeds of up to 300 mph. Remember: When you want the maximum racing experience, pick the right model — Re-Volt. So think small.
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FEAR THIS The S1Ws ready a shuttle in the bay of The Black Planet.

RESPECT THE TIMBRE In *Armageddon 2000* Chuck D immobilizes his enemies.

LAST ASIATIC DISCIPLE The S1Ws are all modeled after PE's Professor Griff.

Atomic Pop's Public Enemy Conversion Rocks the House

Hip-Hop's resident master of multimedia is at it again. Always on the hunt for a fresh media outlet, Chuck D and Public Enemy have teamed up with Atomic Pop to create *Armageddon 2000, The Enemy Strikes Back*; a first-person shooter starring the members of Public Enemy.

In *Armageddon 2000*, you'll control Chuck D, Flavor, Terminator X, Professor Griff, and the S1Ws as they attempt to reclaim planet Earth from alien invaders who have enslaved the human race.

According to Atomic Pop's Jim Evans the game's story is a metaphor of how Chuck D views the music industry biz—an industry where, according to D, "They sign you up, give you a big advance and make you a slave."

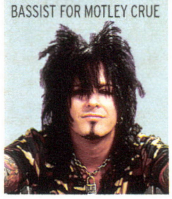
BASS! How low can you go? Chuck D (at right) and Public Enemy are making the Man fear more than a Black Planet. Now they've got a computer game, too.



Q&A

NIKKI SIXX

BASSIST FOR MOTLEY CRUE



■ **CRüE 4 YOü**

1958, a side project of Nikki Sixx, is doing the music for Half-Life II. *Paul Semel shouts at the devil.*

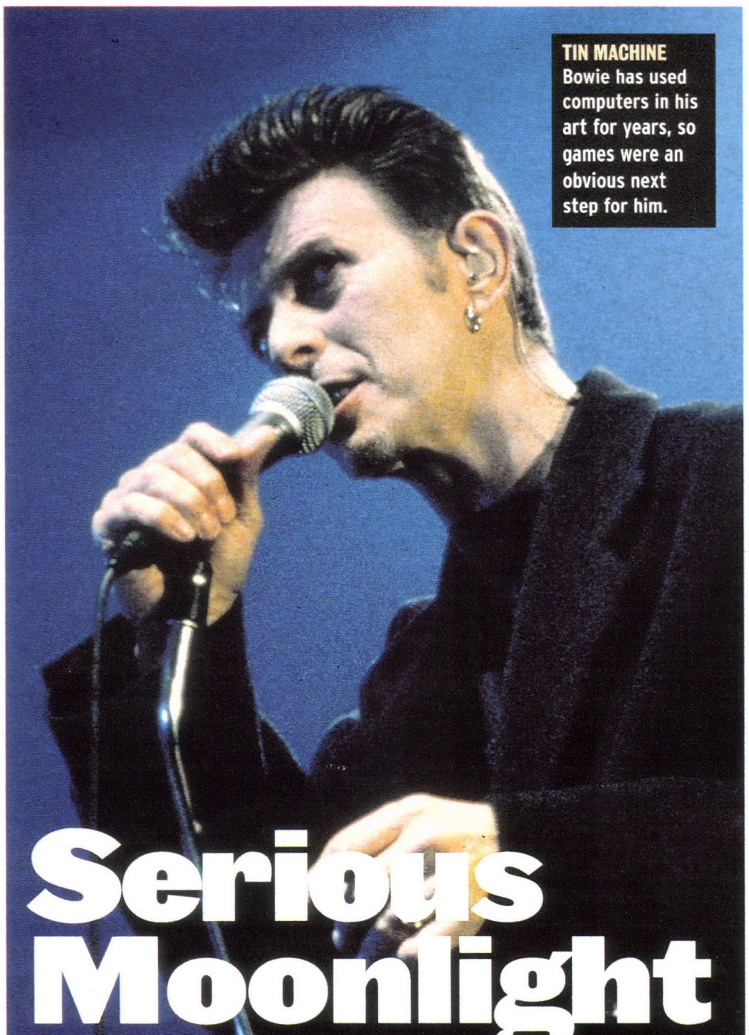
Why did you decide to do the music for *Half-Life II*?
When they heard some of the 1958 loop-based music, we all felt it was marriage made in Hell.

What do you think of the game?
It's whacked.

Why did you decide to do this with your side-project, 1958, instead of with Mötley Crüe?
The [loop-based] music is more fitting.

Did you write original music for the game, or are these songs what will appear on 1958's album?
Both. Some of the more warped 1958 tunes will appear in the game, and we'll also do some just for the game.

If your two bands played *Half-Life* against each other, who would win?
Crüe would kill 1958.



TIN MACHINE Bowie has used computers in his art for years, so games were an obvious next step for him.

Serious Moonlight

We asked David Bowie About His Upcoming Role in the Eidos Game *Omikron*

David Bowie is writing the music for, and will have a character in, the upcoming *Omikron*.

Are you computer literate?
I was the first artist to take computers on the road in the '80s, I've been working on the Internet for two years now (www.bowienet.net), and I've been producing art on the computer since 1994. I can mouse about.



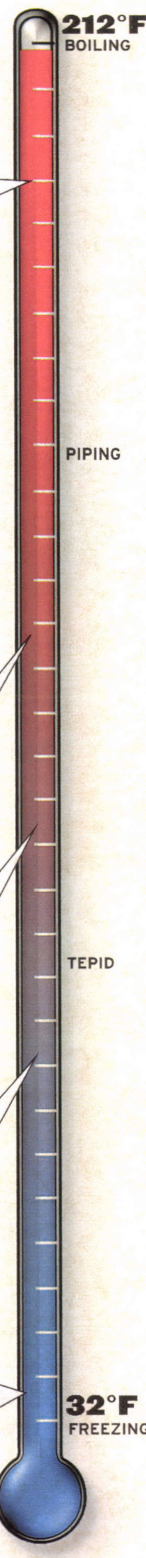
CHA, CHANGES This is Bowie's character, Boz, in *Omikron*.

Many computer games' soundtracks seem thrown together. How did you take that into account?
We spent some time [with the game developers] understanding the depth of the game. We got to know the characters intimately.

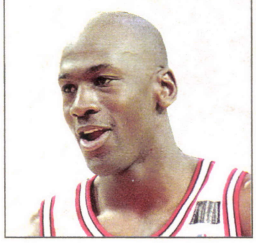
Are computer games something you've wanted to get involved with for a long time? And why this one?
They said we could work our way. We've turned down three previous offers because we didn't have that freedom. With other offers people had preconceived notions of the music. I had to do it my way.

Hot and Cold

It's time to bring out the thermometer to gauge the interest levels of the latest gaming news.



■ **EA nets Jordan**
His Airness finally graces us with his presence in this year's versions of *NBA Live*. Yes, EA knows he's retired: Mike and other NBA greats will appear in a special Legends mode.



■ ***Unreal Tournament* Demo Released**
It took a while to get all the bugs out, but just as a demo, it could be the best deathmatch-only game ever.

■ ***WarCraft III* Announced**
Announced at ECTS, Blizzard's next *WarCraft*, is due late next year. We can't wait to get our mitts on it.

■ **Stephen King: Horror on the PC**
First Tom Clancy, now Steven King. Give us warning if John Carmack ever decides to write a novel.

■ ***Redneck Rampage:* The Movie**
Interplay's new film division and Columbia Pictures will bring Leonard and Bubba to the big screen.



WELCOME TO THE SHOW This year's ECTS was a quieter, more subued affair.

A European Fixation?

Gaming's European Trade Show Tones Things Down; Still, There Was Some Good News to Report

Yes, the crowds still came out, and there was plenty of neat stuff to see, but the 1999 ECTS (European Computer Trade Show) was a quieter affair than in years past. Aside from a few big announcements—none of which came as a complete surprise to anyone—there wasn't much for PC gamers at this year's ECTS, which happened in London on September 5-7.

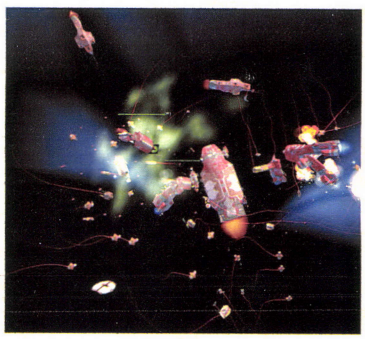
Notable PC demos included Peter Molyneaux' groundbreaking civilization sim *Black and White,* an expansion pack for Verant's insanely addictive *EverQuest* (as if anyone needed more reasons to play), and Valve's sure-fire shoot-'em-up sequel *Team Fortress II.* Relic Entertainment's graphically gorgeous space battle strategy *Homeworld* drew a lot of oohs and aahs, as did Westwood's *Command & Conquer: Renegade,* which isn't a sequel to the newly-released *Tiberian Sun* but the start of a new third-person adventure franchise. The big winner in the hype department was Blizzard's *WarCraft III,* with which the company hopes to define a new genre of "role-playing strategy" games.

Several of the big guns, including Electronic Arts and GT, didn't even bother to show up. Activision boycotted the ECTS, opting instead to show *Dark Reign II, Soldier of Fortune,* and *Vampire* to a select crowd in a nearby hotel. And Eidos's legendary in-your-face attitude was replaced this year by a way-out-of-your-face private showing for industry print journalists only.

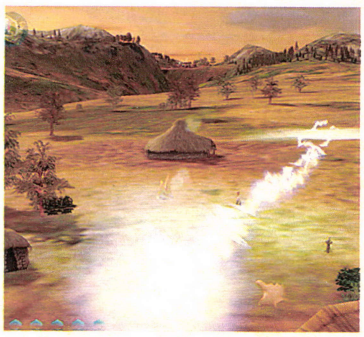
Most missed by many ECTS-goers were the traditional "booth babes," the scantily clad women hired to lure in hormonal male gamers. An optimist might say that their absence was due to a newfound maturity in the video game industry.

But judging from the rest of the show, it's more likely that the companies just decided to sit the rest of this year out.

Most missed by ECTS-goers were the traditional "booth babes," the scantily clad women hired to lure in hormonal male gamers.



BLOWN AWAY *Homeworld* impressed more than a few attendees.



IN LIVING COLOR Molyneaux' *Black and White* shined at the show.

A League on Their Own

TEN Pulls the Plug on the Professional Gamer's League and Turns to Pinochle Instead

Want to win money playing games? Normally, if you were a top player, you could compete in the Professional Gamer's League tournaments, where *Quake II* and *StarCraft* competitions reward hard-core gaming champs with big cash prizes.

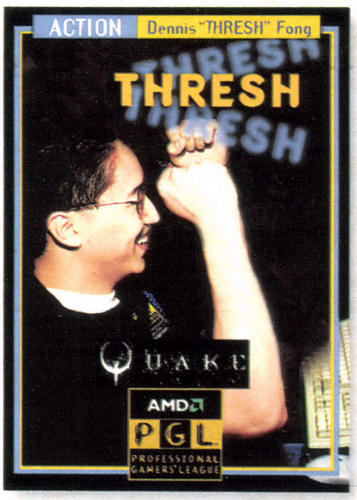
This year, however, the fall PGL season has been cancelled, and the organization's sponsor and owner, Total Entertainment Network, has undergone both a name and a format change. Now called pogo.com, the online service has dropped hard-core games, like *Quake* and *StarCraft*, from its programming in favor of parlor games like spades and bingo. Does this mean that Thresh and his cronies will have to sell their newly bought Ferraris? Where does the PGL go from here?

3.5 million people have signed up for pogo.com's free family-games site.

Spokesperson Garth Choctaeu assures us that, despite pogo.com's switch to a family-oriented game site, the PGL will continue to exist.

But now that the hard-core, pay-to-play segment of pogo.com has been dropped, other sites will host the league's online play. "We expect to secure partners who would provide the 'hosting' of those online portions of each season, on a game-by-game basis," Choctaeu says. Furthermore, pogo.com may sell part of the PGL, or it may simply spin off the league into an entity that's separate from pogo.com's free family games site.

In the meantime, 3.5 million people have signed up for pogo.com's free parlor games. Wonder if they'll introduce a Professional Euchre League?



GAME OVER? Now that the fall '99 PGL season has been cancelled, maybe Thresh and his fellow leaguers should brush up on their blackjack skills.



History can be rewritten.

More war! Axis and Allies is back to put the clamps down with the Iron Blitz Edition. You'll get the original Axis and Allies, the greatest strategy game ever made, plus the Iron Blitz expansion. Iron Blitz gives you eight selectable pre-set scenarios. Campaign and mission-based play. Plus two new units, Marine and Destroyer, for all-new strategy and tactics.





This game is, in a word, customizable. All 60-plus units are country-specific, so you defend the skies of Britain with the Spitfire or blast into enemy territory with the Sherman tank. Take control of every aspect of battle from the positioning of military units to changing around Axis and Allied powers. So pull yourself up by your bootstraps, this is your new war.

Axis & Allies
IRON BLITZ
EDITION

EVERYONE E CONTENT RATED BY ESRB

HASBRO Interactive

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MICROPROSE
www.microprose.com



TEAR IN MY BEER After turning the movie industry on its ear with a mega-blockbuster that cost less than a typical Hollywood producer's Mercedes, *The Blair Witch Project's* producers are making a DVD.

The Witch Is Back

The Movie Phenomenon of the Summer Works Its Magic on DVD With Some Extra Surprises

AFTER SCARING the beejesus out of moviegoers to the tune of $140 million at the box office, *The Blair Witch Project* can now haunt your PC too.

Load the recently released DVD into a DVD-ROM drive and you'll be able to access a hidden Web site containing exclusive multimedia content and chat rooms. The PC portion of the DVD also offers excerpts from the *Blair Witch* comic book and a map of the forest featured in the movie (an item that you should consider downloading into your Palm Pilot before embarking on that camping trip to Burkittsville, Maryland.)

But the disc's pièce de résistance, according to Artisan's Moonie Lantion, is the DVD-ROM's intro, a one-minute montage of events from the film that uses Macromedia's Flash 4 technology. "It's pretty creepy," he warns, "but it won't give you motion-sickness."

If the PC features aren't scary enough for you, there's always the DVD itself, which, ironically, cost more to produce than the actual movie, according to Artisan Home Video's Michelle Friedman.

The disc contains never-before-seen footage, a documentary, and perhaps the spookiest element of all: in-movie commentaries provided by the five directors and producers of the film. "One of them had just eaten (at the time of recording the commentary)," Friedman says, "and you can actually hear someone's stomach growling." And you thought the Blair Witch was scary.



JACKPOT *The Blair Witch Project's* directors, Dan Myrick (left) and Eduardo Sanchez, are now multimillionaires. That's *truly* scary.

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too big?



RANTING

Gary Eng Walk
Senior Editor



Gary Eng Walk isn't the biggest fan of strategy guides. He pines for the days when gamers were man enough to play a game on their own.

The original Pong never needed a strategy guide. But, were it made today, *somebody* would publish one. I'm not talking about a four-page pamphlet, either. It would be a 200-page behemoth with detailed pictures illustrating the best paddle tactics, plus secrets from the pros that tell you how to predict where that smudgy blip of a ball will go next. Did I mention the section that reveals all of the secret areas?

Nowadays, it seems like every game has a strategy guide. Granted, today's games are far more complex in nature than *Pong*—I got a headache just looking at all of the keyboard commands for *Command and Conquer: Tiberian Sun.* But don't forget that there's more inside that shrink-wrapped PC game box besides the CD-ROM. Somewhere within the dark recesses of excess packaging lies the long-forgotten instruction manual. True, they don't offer the blow-by-blow skinny on each and every level, but do you really need to have such visceral knowledge of a game?

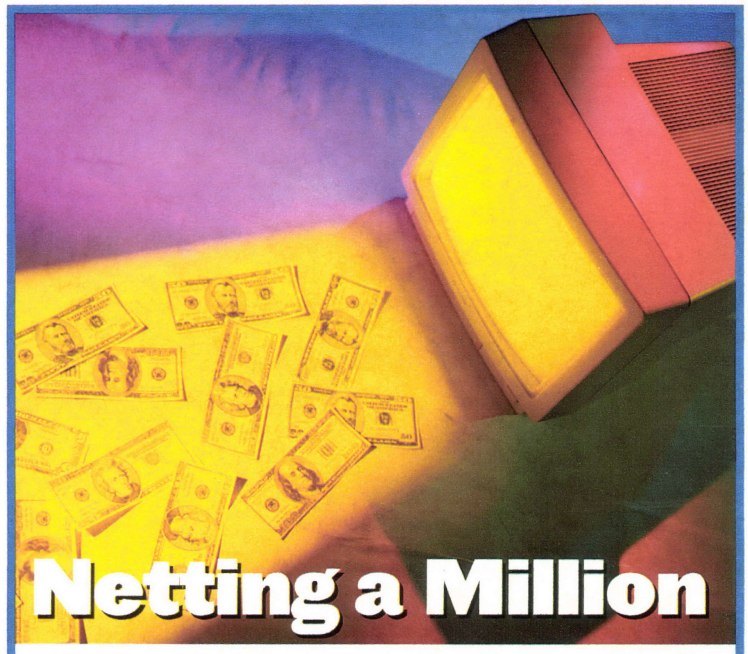
Strategy guides are crutches, bibs, and *Cliff's Notes* all rolled into one.

Whatever happened to self-discovery? Self-exploration? Self-dignity? Playing a game with a strategy guide by your side is like riding a bike with training wheels and your dad holding on to the seat. Strat guides are crutches, bibs, and *Cliff's Notes* all rolled into one. Do yourself a favor and play your games as they're meant to be played: with the element of surprise squarely in front of you.



■ RUMOR:
While Microsoft denies it, talk of a Windows-based super console coming from the Redmond giant has been going around the industry. The system—allegedly code-named X-Box—is to be built around a future incarnation of nVidia's GeForce core (the G20) and powered by some variant of the AMD Athlon as the CPU. Expected to be priced at under $300, the system is said to be capable of pushing more than 15 million polygons per second and might be available as early as the end of 2000.

■ WE SAY:
It's true that Microsoft has a reference design for this system. But it also has reference designs for Windows-based refrigerators. While the likelihood of a Windows-based console coming to market is far more likely than the fridge, sources have indicated that Microsoft still hasn't decided whether it will go through with the system. Even if it does, it's likely to OEM out the manufacturing (which means it won't have the word Microsoft on the box), but it would mean you could have a great PC experience on your television for very little cash.



Netting a Million

The Lottery Enters the Internet Age

There was a time when you needed only a dollar, a dream, and a car ride to the local grocery store to become a lottery millionaire. Now, with Webmillion.com, a weekly lottery on the Internet, all you need is a mouse and a little luck.

The Web site is the first-ever lottery on the Net to offer a multi-million-dollar prize. Players can enter three times a day, every day during the week of a given lottery. Each grand prize is $3 million and best of all, it costs nothing to enter.

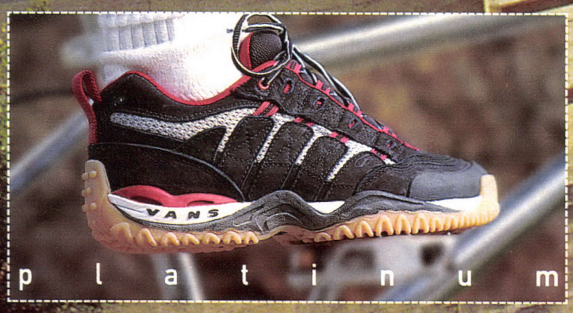
And the odds? A dauntingly oppressive 1 in 814,216,767.

Each grand prize is $3 million, and best of all, it costs nothing to enter.



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to o far?



platinum

incite TOP 20

In association with The NPD Group, here are the top 20 best-selling PC games for the month and the top 10 in three categories.

1 N
Command & Conquer: Tiberian Sun
• Westwood Studios • Strategy
GDI or NOD? The debate over the best *Command & Conquer* faction is reaching Ginger vs. Mary Ann levels among real-time strategy fans. Sympathizers of both sides came out in droves to pony up money for the latest chapter of the series. Westwood sold more than 250,000 copies of the game in its first two weeks alone. Now that's a lot of Tiberium.




2 ▲3
Roller Coaster Tycoon
• Hasbro • Strategy
Up next for the theme park sim: *Corkscrew Follies*, an expansion pack with more rides and coasters.



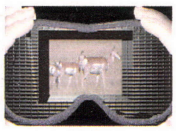
3 ▲4
Rainbow Six Gold
• Red Storm • Action
The deluxe version of Tom Clancy's commando game includes the mission pack. More bang for your buck.



4 ▼2
Half-Life
• Sierra • Action
The new role-playing *Team Fortress* feature should keep this first-person shooter near the top.



5 — 5
Cabela's Big Game Hunter 2
• HeadGames • Sports
It's the top hunting game for now, but *Deer Hunter 3* and *Ted Nugent* are ready to pounce.



6 N
C&C: Tiberian Sun Platinum
• Westwood Studios • Strategy
Fans who pre-ordered the game received a fancy silver foil box, the music CD, and a pewter figurine.



7 N
Starfleet Command
• Interplay • Strategy
An RTS game set in the *Star Trek* universe. More fun than a Vulcan mind-meld.



8 — 8
SimCity 3000
• Electronic Arts • Strategy
Who would have ever thought being mayor could be fun? Millions of *SimCity* fans can't be wrong.



9 ▼7
Need for Speed III
• Electronic Arts • Driving
More racers felt the need for the third *Speed*, not the newer *High Stakes* edition.



10 N
System Shock 2
• Origin Systems • RPG
The gory 3D sci-fi RPG breaks into the top 10 in its first month.



11 N
Darkstone
• G.O.D. • RPG
This new action RTS is just keeping the seat warm until *Diablo II* comes out.

12 N
Hidden & Dangerous Demo
• TalonSoft • Strategy
A lite version of the upcoming World War II-themed game.

13 N
Flight Sim 98
• Microsoft • Simulation
The reigning king of flight sims prepares for *Flight Sim 2000*'s takeoff.

14 — 15
Baldur's Gate
• Interplay • RPG
Interplay's massive *Dungeons and Dragons*-based role-playing game breaks into the top 15.

15 N
Deer Hunter 2
• WizardWorks • Simulation
The sequel to the incredibly popular *Deer Hunter* is trying to hold on for *Deer Hunter 3*.

16 ▼10
Tomb Raider
• Eidos • Action
Lara Croft's first adventure is still going strong even after all this time.

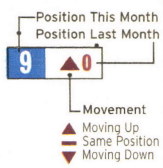
17 N
StarCraft: Battle Chest
• Blizzard • Strategy
For hard-core *StarCrafters* only: this collection includes all the games in the series.

18 N
Fly!
• G.O.D. • Simulation
This flier gets ready for its dogfight with *Microsoft Flight Sim 2000*.

19 N
EverQuest
• 989 Studios • RPG
Online RPG fans continue to immerse themselves in the land of Norrath.

20 ▼11
Star Wars: Phantom Menace
• LucasArts • Action
The *Episode I* game is sinking faster thanJabba the Hut in a swimming pool.

CHART LEGEND



RANK RULES

Chart information on this page provided by The NPD Group (NPD TRSTS Interactive Entertainment Service).

NPD
THE NPD GROUP, INC.

TOP10 ACTION

1	— 1	**Tomb Raider** • Eidos
2	— 2	**Star Wars: Phantom** • LucasArts
3	— 3	**Frogger** • Hasbro
4	▲5	**Tomb Raider II** • Eidos
5	▼4	**Tarzan Action Game** • Disney
6	▲7	**Drakan** • Psygnosis
7	N	**Extreme Paintbrawl** • Head Games
8	▲6	**Return of Arcade** • Microsoft
9	N	**Rayman** • Ubi Soft
10	N	**Resident Evil 2 Plat.** • Capcom

Drakan's Lara Croft lookalike, Rynn, holds her own, but so far she is no match for the real McCoy.

TOP10 RACING

1	— 1	**Need for Speed III** • EA
2	N	**Need for Speed: High Stakes** • EA
3	▼2	**Star Wars: Racer** • LucasArts
4	▼3	**Midtown Madness** • Microsoft
5	▼4	**NASCAR 99** • EA
6	▲8	**Moto Extreme** • Valusoft
7	▼5	**Hot Wheels Stunt Driver** • Mattel
8	N	**All American NASCAR** • Sierra
9	N	**Carmageddon** • SCI
10	N	**NASCAR Road Racing** • EA

NASCAR-endorsed games are hot commodities—all except for *Jeff Gordon XS Racing*, that is...

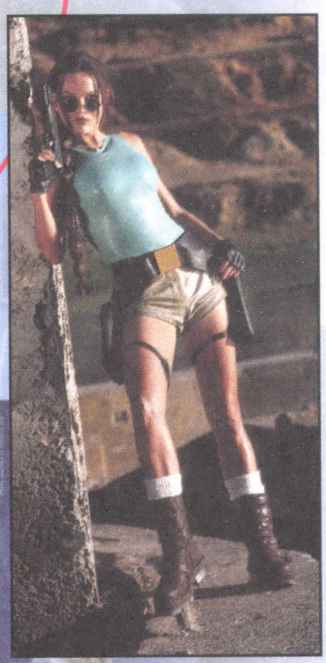
TOP10 SPORTS

1	— 1	**Big Game Hunter 2** • HeadGames
2	— 2	**Deer Hunter 2** • WizardWorks
3	— 3	**Triple Play 2000** • EA
4	▲10	**Whitetail Fever** • Valuesoft
5	▲4	**Tiger Woods '99** • EA
6	N	**Deer Avenger** • Simon & Schuster
7	N	**Big Game Hunter** • HeadGames
8	▼5	**MS Golf 1999** • Microsoft
9	▼8	**American Trophy Bass** • Sierra
10	N	**Field & Stream Trophy** • Sierra

Hunting sims dominate. Where are all of the football, hockey, and basketball fans? Not at the local Babbages, apparently.







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Eye
Sky
Satellite imagery
flight sims
high in graphic
Glass Studios
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n flight simula-
nited III, would
cenery and
directly from
atellite imagery.
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going from the
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too risky?



c a b 5

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◀ Wanderlust

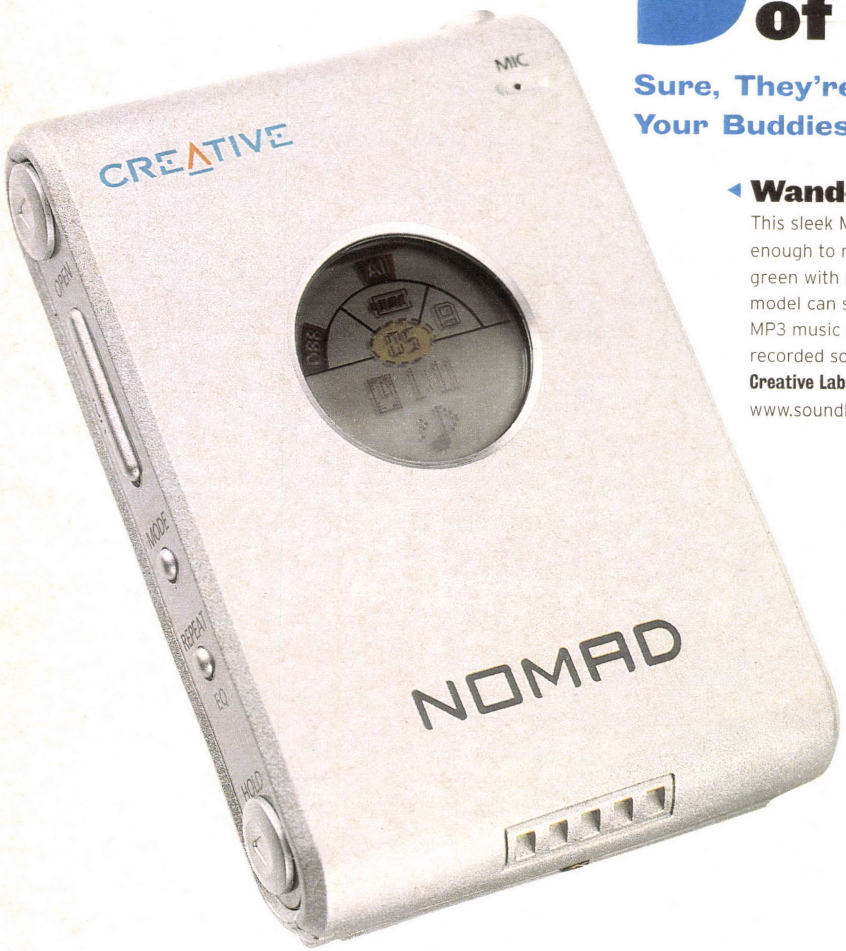
This sleek MP3 player is enough to make any geek green with envy. The 64MB model can store an hour of MP3 music or four hours of recorded sound.

Creative Labs NOMAD $250, www.soundblaster.com

▼ Level 555-1212

This sexy cell phone's draw is that it comes with three games: snakes, concentration, and solitaire...oh, and you can make calls on it, too.

Nokia 8800 Series Phone
Prices vary by service provider, www.nokia.com



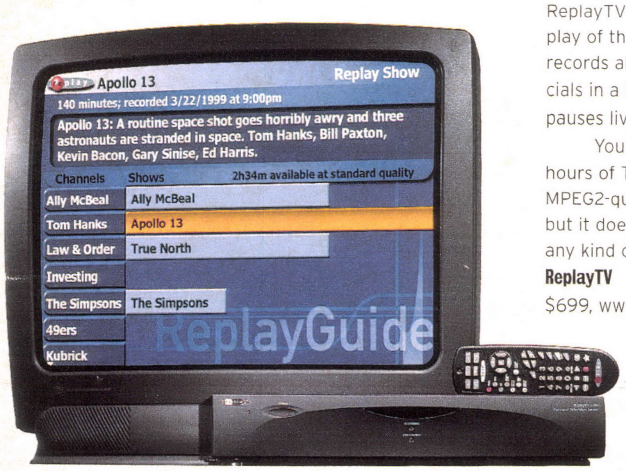


◀ Play it Again

ReplayTV lets you watch a replay of the action (while it records ahead), skips commercials in a heartbeat, or even pauses live TV.

You can save up to 28 hours of TV footage with MPEG2-quality compression, but it doesn't yet come with any kind of external drive.

ReplayTV
$699, www.replaytv.com



▶ Gadget of the Month

The Camera Eye

We're not easily impressed, but this killer camera is sure to jazz the shutterbug in anyone. The Cybershot (inset), from Sony, can take high-quality megapixel images that rival those of 35mm cameras, record voice, and save MPEG movies.

Now that you've taken all those vacation photos, the question is where to show 'em off. You *could* use the email mode built into the camera, but the savvy (read: wealthy) will use the Cyberframe, which plays back video, runs digital slide shows, or freezes frames on a picture of your honey.

Sony PHD-A55 Cyberframe $899, www.sony.com
Sony DSC-F55 Cybershot Digital Camera $899, www.sony.com



The Meeting Buster

Throw out your Game Boy right now. You can expense the Cassiopeia E-100 for its contact manager, calendar, and email functions, but the *real* reason to buy it is to play MP3s, watch MPEG-1 video, and play games.

It runs on a 131MHz CPU with 16MB of RAM and supports 16-bit color. Pick up some extra CompactFlash cards so that you can store music and videos.

Casio Cassiopeia E-100 $500, www.casio.com/e100

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A Promise of Divinity

Some New Games Look Good, HALO Looks Perfect—and It's Not Even Half Done

■ PUBLISHER **Bungie** ■ DEVELOPER **Bungie** ■ GAME GENRE **Third-Person Action** ■ PLAYERS **1-?** ■ AVAILABLE **Q2 2000**

INSIGHT

Q. What is the Halo?
A. It's a satellite world that's circling a gas giant

Q. What is inverse kinematics?
A. The derivation of the motion of intermediate links in an articulated body, given the motion of some key links.

Q. Are you looking forward to this game?
A. Oh, yes...

There's a two-minute scene in *Terminator*: Fat all-terrain jeeps with Gatling guns mounted on the back bounce over the hills. Lasers scorch the earth on either side while firing back at the enemy. That's what *we'd* want out of a game. Sheer mayhem in a world at war. With Bungie's *Halo* you'll get it in spades, and it looks prettier than anything else you will see on a computer.

–By Darren Gladstone

When we first saw *Halo*, we thought, "Okay, the intro cut-scenes look nice, now what about the game?" That *was* the game. Water ripples, clouds roll by, an entire world is happening all around you, down to the randomly generated wandering creatures...and this game is still months away from completion!



SHOTGUN! These three-man transports can be used by three real-life gamers at once.



WHEEL IN THE SKY *Halo's* combatants fight over the giant wheel in the background.

According to Doug Zartman at Bungie, "Our philosophy is to build games in three stages: First, create a believable world. Next, work on the multiplayer aspects of the game, then wrap up the single-player modes."

We've already established that it's a beautiful world...but, technically, it's a ring. Borrowing from classic sci-fi books like Larry Niven's *Ringworld*, the game takes place on a strange metal halo that is circling a gas giant. Constructed by an unknown alien race, the ring contains an entire ecosystem and just over the horizon you can see the halo stretch off in the distance. However, there's one small catch: It's slowly drifting into the planet's gravity well. To further complicate things, a human expeditionary force



ONE ON ONE *Halo* will pit the humans against The Covenant on a giant ring in the sky.



I FOUGHT THE LAW This bug-like Covenant vehicle makes a break for it. Just out of the picture, two space-bug police choppers are in hot pursuit. This chase eventually ended up on the Halo version of *Cops*.



MEAN JOE GREEN Do not, and I repeat, DO NOT piss off the man with the bazooka.

and an alien race known as The Covenant want to stake their claim on the ring. This is groundwork for a gritty interstellar turf war.

In the build that we saw, the *Halo* team was in the midst of working on the Multiplayer stage. At press time, there were no solid numbers about how many people could get in on one session, but Bungie assured us that they are working on squeezing as many people as possible on one game map without ruining playability.

Zartman emphasized that teamwork and squad-based combat are the rules of the day in this third-person shooter. It's all based on your own abilities. For example, the gamer in the squad who's better at driving games should be behind the wheel of the jeep, while another player rides shotgun and a third mans the mounted machine gun in the back.

Zartman predicted that people will be known for specializing in operating certain vehicles so that online squads will have each member with his own specialties: One person will be the wheelman for the jeep while someone else will gain online fame flying scout ships.

Another emphasis on teamwork is the choice of weapons. There's no BFG (Big F^@#in' Gun) in this game, and everything has its own distinct advantages and disadvantages. Take the rocket launcher. It's tough to aim and takes a long time to reload. But if you have a teammate armed with a laser-sighted handgun, he can sneak up behind enemy lines and do the aiming for you.

The human militia has a focus on conventional projectile weapons, but in true nasty alien fashion, The Covenant has an energy-based strikeforce. Their weapons range from laser rifles and pistols to Jedi-Knight-meets-Freddy-Krueger-style energy blades. The hovercraft and flyers have a glowing organic sheen as if they were almost alive. In fact, they closely resemble the ships used in the film *Stargate*.

People will be known for specializing in operating certain vehicles. Someone will gain online fame flying scout ships.

"There are a lot of games that depict conflict between humans and aliens, and we don't really think that its been done definitively yet...at least in regards to the look and feel, and more importantly, the story." Zartman says *Halo* is going to be the benchmark, and we believe he has every right to brag.

The game's animation is breathtaking. The folks at Bungie say that the engine uses "inverse kinematics." In the physics world, inverse kinematics is defined as, "The derivation of the motion of intermediate links in an articulated body, given the motion of some key links." Hmm. We'll stick with Bungie's definition, which is, "Damn sexy, amazingly realistic animation."

As you peel through the great outdoors, gravel kicks up behind your jeep and the wheels move with independent suspension. Hit the brakes too hard in any vehicle and your characters lurch forward.

Halo will have a very robust adventure for the single player—this won't be just some linear series of missions. Things will happen dynamically and you will set the pace and improvise your way through the landscape.

The game will have a guerilla warfare feel, because you are, by and large, on your own. You will only have a small number of NPCs to interact with on the journey; and they'll be doing everything from giving directions to climbing aboard your jeep to helping flush out The Covenant from its bases.

The real battle, however, will be waiting until *Halo* is ready to play, sometime next year.



FLYING THE FLAG This is actually our author, Darren Gladstone, dressed up like a *Halo* human at the Macy's Day Parade.

Do Cartoons Dream of Electric Sheep?

The World of ONI Is Like a Real-Life Anime Movie That You Control

■ PUBLISHER Bungie ■ DEVELOPER Bungie ■ GAME GENRE Third-Person Action ■ PLAYERS 1-? ■ AVAILABLE Q4 '99

INSIGHT

Q. What is Anime?

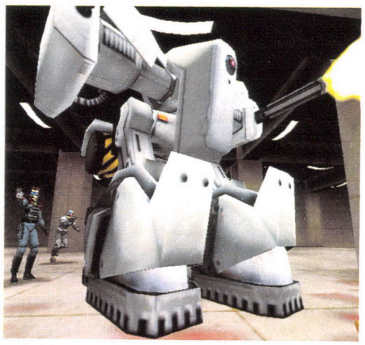
A. Japanese anima tion. Usually sci-fi, speed racer-like, or something to do with Pokemon.

Q. What's an 'Oni,' anyhow?

A. It's Japanese for "ghost" or "demon."

Ever wanted to actually be in one of those Japanese anime cartoons? Perform awesome karate moves, dive, roll, and then pull out a missile-launching pistol to wipe the smirk off some guy's face? That's what *Oni* is all about.

–By Darren Gladstone

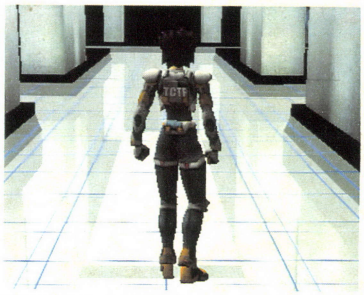


ONI THE LONELY Giant robots aside, doesn't every kid want a howitzer for Christmas?

The game has anime-style action, a story that comes from the bleak near future, and a quest that leads you to believe that you can trust no one. It may sound unoriginal, but *Oni* is far from corny.

You play Konoko, an elite police agent on a quest to infiltrate and destroy a ruthless crime syndicate, only to discover how deep the organization reaches.

You'll fight through 17 detailed levels actually designed by architects, including a monstrous underground research facility and a towering 15-story police station. The game promises to have a deep, involving storyline, but the real fun is in multiplayer mode. You'll get to run through vast arenas punching, kicking, and shooting your way through a crowd other players and artificially intelligent bots. You can select your character type in multiplayer mode and each has their own moves. It's part *Tekken 3*, part *Tomb Raider*, all fun. This promises to be one of those holiday hits that will cause online chaos, and should be ready for the Christmas rush so stock up on *Akira* videos now.



IMPENDING AMBUSH Our hapless character would do well to look around the corner.

Stay tuned for next issue's CD-ROM when we'll show you our behind-the-scenes tour of Bungie and exclusive game footage for both *Halo* and *Oni*.



KICKING IT Don't let the Anime look fool you. This game will have plenty of hard-core action.

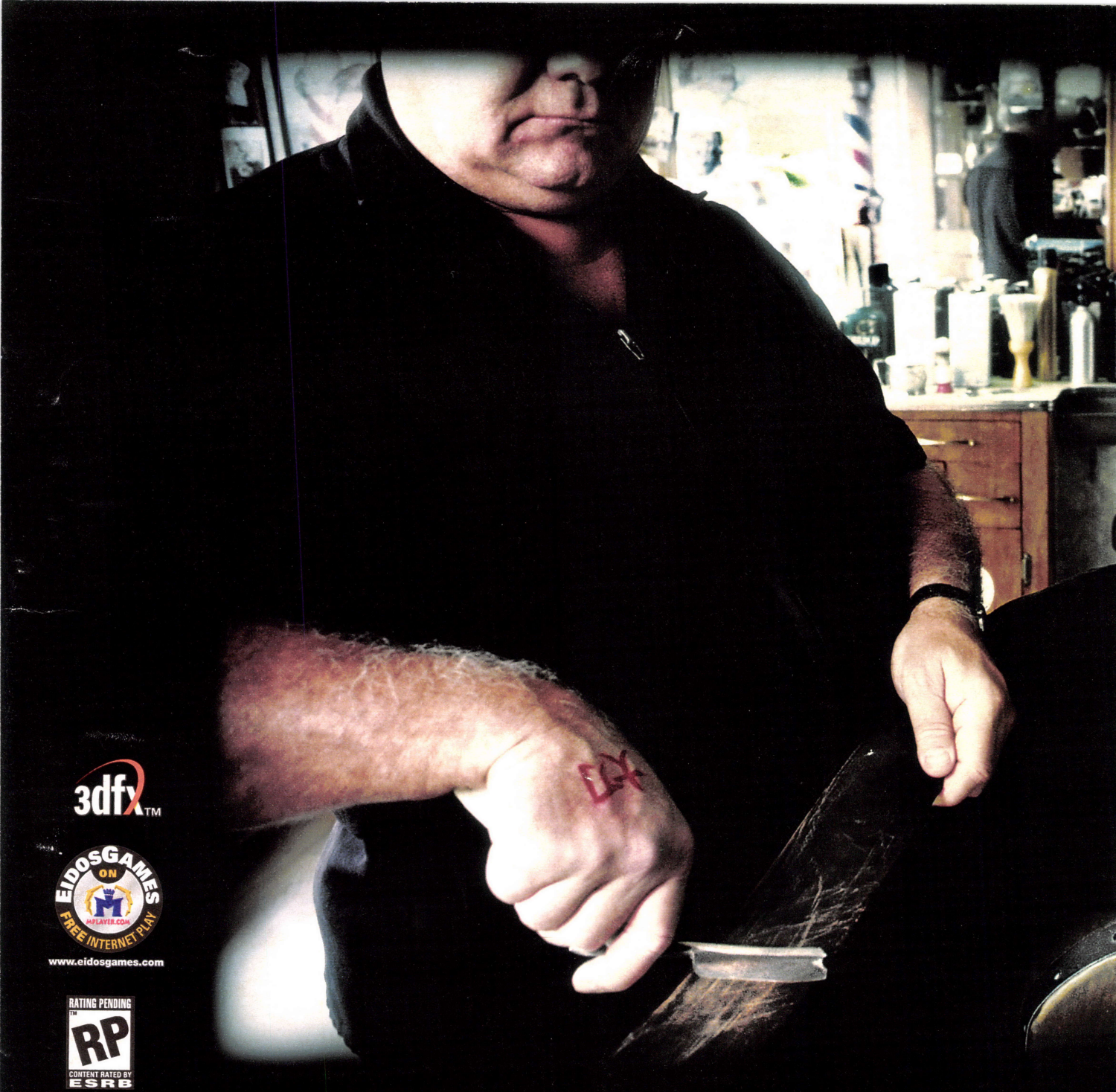


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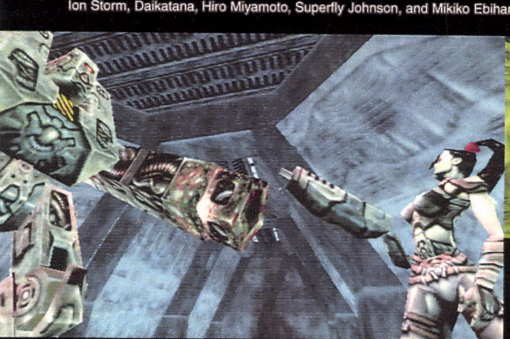
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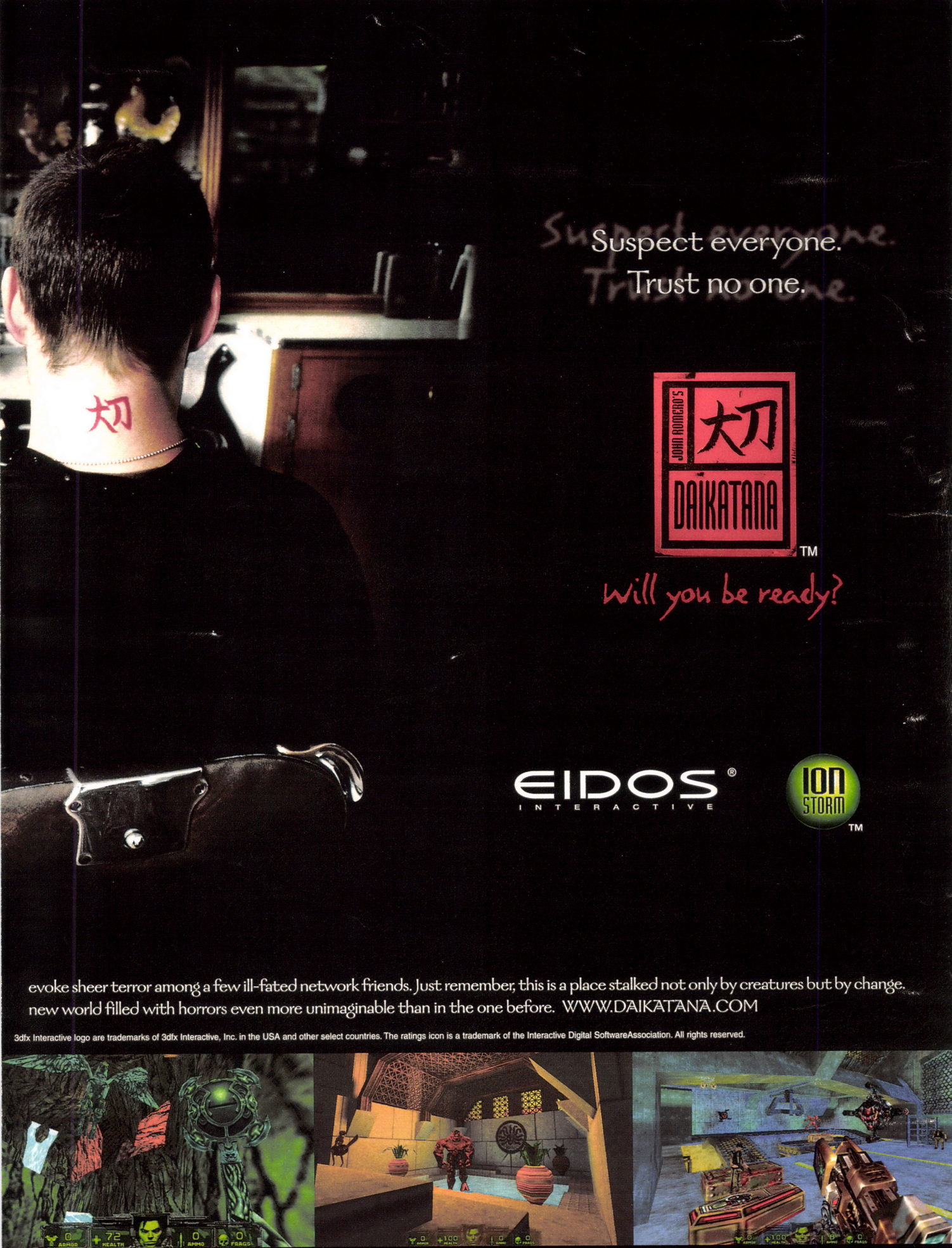
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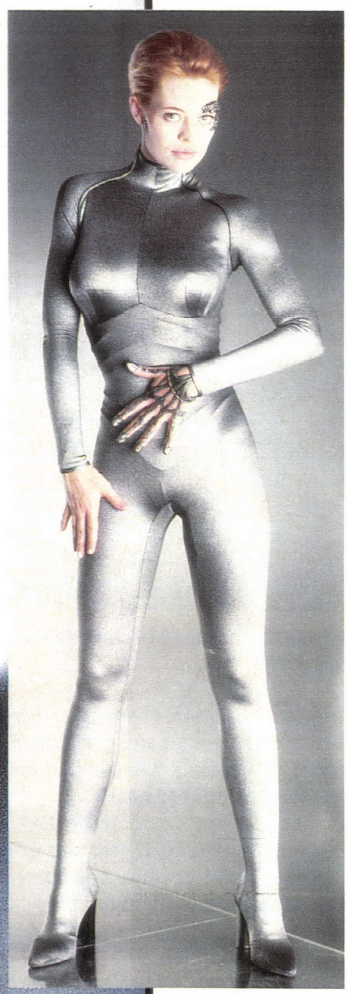


"I had a good time in high school. But I was a very good girl. At least I have to say that for the record (laughs)."

Assimilate Me, Please!

STAR TREK VOYAGER: ELITE FORCE Has the *Quake III: Arena* Engine as Its Core

■ PUBLISHER Activision ■ DEVELOPER Raven Software ■ GENRE 3D Action ■ AVAILABLE Q1 2000



Name: Seven of Nine
Age: 31 (Age at assimilation)
Born: Munich, Germany, Earth
Famous for: Winning the Northwestern Alpha Delta Phi Pageant as the only Borg contestant in Stardate 1989
Hobbies: Space travel, cow tipping
Alternate profession: Actress

INSIGHT

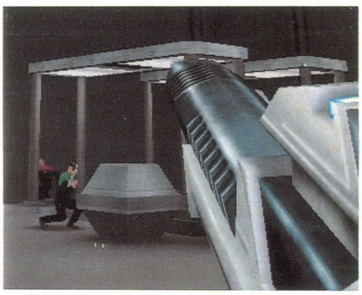
Q. Will the actors from the television series do the voice-overs for the characters in the game?
A. Yes! Most of the stars have signed on to do their parts in making *Elite Force* as true to the show as possible.
Q. Will Jeri Ryan assimilate me in *Star Trek Voyager: Elite Force*?
A. Only if you promise to use protection.

Common logic would seem to dictate that if only a handful of the millions of *Star Trek* fans bought a *Star Trek* game it would be a guaranteed hit. But most *Star Trek* games have not sold as well as expected. "Trekkers" just don't seem to gobble up computer games as ravenously as they do plastic *Enterprise* models and miniature Spock dolls. Maybe *Star Trek* fans just don't like to play computer games? Um...that would be illogical, captain.

-By Tasos Kaiafas and Nikki Douglas

Elite Force is a first-person shooter built on the cutting-edge *Quake III: Arena* graphics engine. You play a member of *Voyager's* Hazard Team, a special security group assigned to the most critical operations.

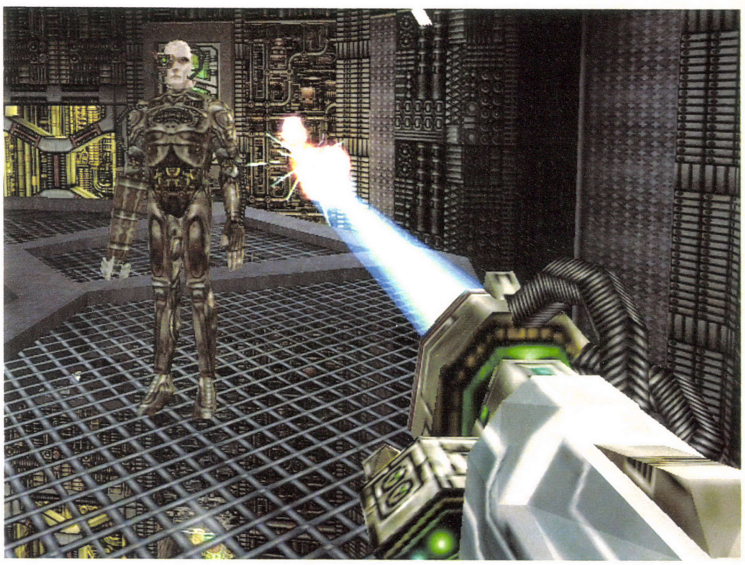
In its journey through the Delta Quadrant, *Voyager* encounters an unknown vessel that violently transports it into a strange chasm in space. *Voyager* is trapped in a gravitational field among a graveyard of derelict ships that have suffered the same fate. The ship suffered a lot of damage during the transportation; systems are off-line and the ship can't escape the gravitational field. You and your Hazard Team will go on away missions to other ships to salvage parts for *Voyager's* repairs. You'll also try to find the cause of your sudden appearance in this strange place and who or what is behind it-and if it can be stopped.



YOU BETTER HIDE, BOY This green shirt cowers, hoping not to be plasmatized.



WELL ROUNDED The bridge looks real due to the use of curved surfaces.



COLLECTIVE THREAT One mission requires you to board a Borg cube to recover stolen power to further your effort to fix the disabled *Voyager* ship.

You and your Hazard Team will go on away missions to other ships.



WORKING STIFF Tuvoc will seem more lifelike because of ICARUS, a scripting system that allows crewmen to work on the ship and interact with the player. Of course, he most likely wants to interact with his union boss to try and get a raise.

Just Like the TV Show

Your first mission takes place onboard *Voyager*, when B'Elanna calls you to engineering. As you leave the bridge, you'll be immersed in the *Voyager* universe. "We use actual art resources, design schematics, sound assets, and textures from Paramount [the TV show's parent company]," says Brian Pelletier, the project's art services director.

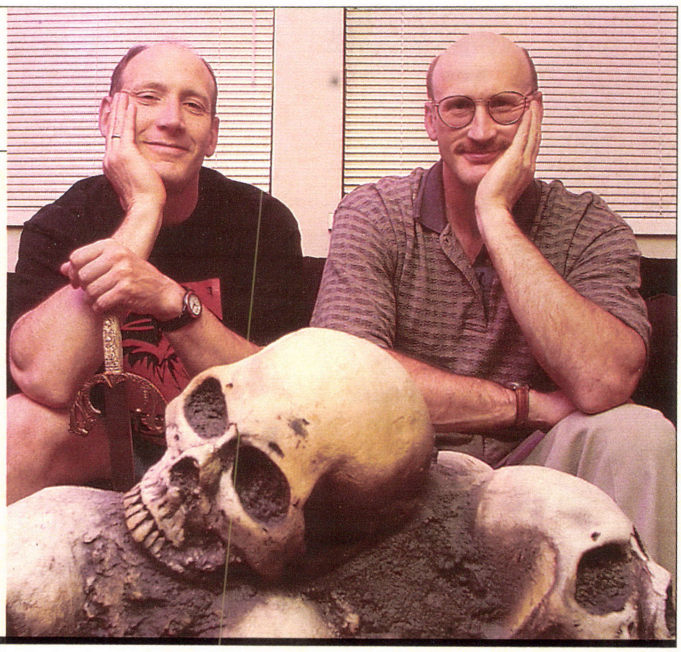
In the Explore Voyager mode, you'll even get to visit places on the ship where no man has gone before—not even the cast on TV. "There's a door from the bridge that leads to a hallway where you always see people coming and going on the show. In the game you can find out [what's behind that door]."

As you walk through the ship, you'll notice that it is teeming with activity. That's because the Raven team made AI additions to the

BRIAN AND STEVE RAFFEL

The Brother's Grim

We go under the combat fatigues to discover the Hardes



What do a high-school teacher and a graphic artist do when they get tired of their jobs? Why, make fantasy computer games, of course.

Brian and Steve Raffel have always loved to play games, especially role-playing games (RPGs). They grew up in Madison, Wisconsin, less than 100 miles from TSR, the company that created *Dungeons & Dragons*. In 1988, after a few years of working in normal jobs (Brian was a teacher and Steve was a silk-screen printer), they decided to make something of their favorite hobby. They found a programmer and started to work on a demo for their first computer game, *Black Crypt*, a *D&D*-style RPG.

The newly formed Raven Software was working on its next game, *ShadowCaster*, when the Raffels met Tom Hall (now at Ion Storm), a Madison native who had joined id Software (maker of such computer game classics as *DOOM* and *Quake*). The rest, as they say, is history. Raven used id's *DOOM* graphics engine for its breakthrough games, *Heretic* and *Hexen*. Raven continued to use id Software's engines for many of its games, including *Elite Force*.

Quake III: Arena engine (*Quake III: Arena* is a multiplayer-only game). Game Designer Christopher Foster explains, "You can walk down a hallway and run into an ensign who will go about his duty. This gives the world a feeling of continuous motion and activity."

You will be able to interact with all of the major characters, and some, such as Tuvoc and Seven of Nine, will accompany you on away missions. Raven is working on securing all of the actors to do the voices for their characters in the game.

The Alien Within

You'll have to infiltrate a strange alien base (that has been pieced together from spare parts from all of the other disabled ships) to find power crystals. You also get to go on a Borg cube, accompanied by Seven of Nine, to recover the power that the Borg had taken from *Voyager*. You'll eventually discover the source of this chasm, and in the process meet a new evil alien race, which has been created exclusively for the game.

Maybe *Elite Force* is what *Star Trek* fans have been waiting for. It's promised to have great-looking graphics, a keen attention to detail, and fantastic gameplay. If so, it might provide the momentum *Star Trek* computer games need to finally engage.



ALL AGLOW The textures in the game act as light sources. As seen on TV! Looks so real!



A RED SHIRT SCORNED This geek just got rebuffed by 7 of 9. Next stop: 4 of 8.

JERI RYAN IS BORGALICIOUS

Heavenly Body

Everyone's Favorite *Voyager* Character Heats Things Up

A little sex appeal never hurt anyone, especially when embodied by Jeri Ryan in a skintight jumpsuit. As Seven of Nine on *Star Trek: Voyager*, Jeri plays the first Borg to join a Federation crew.

So we have to talk about your uniform. What do you wear under that thing?
[giggles devilishly] What do you think I wear under that thing? There's a corset that goes under that thing, because you can't wear conventional undergarments or they would show because the fabric is so skintight.

The first time you looked at the outfit, weren't you just like, "Oh, no, no, no, no, no."?
Well, they showed me the sketch after I got the job. But yeah, you sort of look at it and go, "Kiss cheesecake goodbye, kiss hamburgers goodbye...."

Well it's very obvious that the character was added for her sex appeal.
Of course, absolutely, there was no question. They pulled no punches. I knew going in exactly what this was.

Given that you were coming into the show in the middle, was it hard to fit in with a group of people who were already friends?
It's a cast of practical jokers, so they were ribbing me as hard the first day as everyone else.

Which ones flirts with you the most?
Garret Wong, who I call "Goober." That's Ensign Kim.

How close are you to your character?
I'm not like Seven of Nine all that much. I'm smart, but not as smart as she is, and I'm very emotional, while Seven is very reserved. But I was an Army brat. Dad was in the Army for almost 30 years, hence the strong handshake.



MAMA MIA! Do we need to say more than this photo already does?

Have you ever dated a sci-fi geek?
Not knowingly.

You're a very beautiful woman. Did you have lots of boyfriends in high school?
Uh...yeah, I kind of did, junior and senior year. I had a good time. But I was a very good girl. At least I have to say that for the record (laughs).

Have you run into those people since then and been like, "Ha-ha, I'm on *Star Trek*."
[laughs] "In your face." No, I haven't seen many people from high school. I didn't get to go to my reunion. I wanted to out of curiosity, to see some old friends.

You mean to see who's gotten fat?
Well...maybe (laughs).









GT Interactive Software
www.gtgames.com

PC CD ROM

TEEN
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The World Is What You Make of It

With BLACK & WHITE, Peter Molyneux Prepares to Take Strategy Guides to the Next Level

■ PUBLISHER **Electronic Arts** ■ DEVELOPER **Lionhead Studios** ■ GENRE **Strategy** ■ PLAYERS **1- 2** ■ AVAILABLE **Q4 '99**

INSIGHT

Q. Are you a good god or an evil god in *Black & White*?
A. It's all up to you. If you want to be a wise, benevolent, greybearded deity, you can. You can also be a cruel, evil, right bastard.
Q. What's the interface going to be like?
A. Actually, there won't be an interface, rather you'll have a large, multipurpose hand to do your celestial bidding.

Life's duality is commonly reflected in games. You can either win or lose, succeed or fail, kill or be killed. It's all so ying and yang, so up or down, so...black and white.

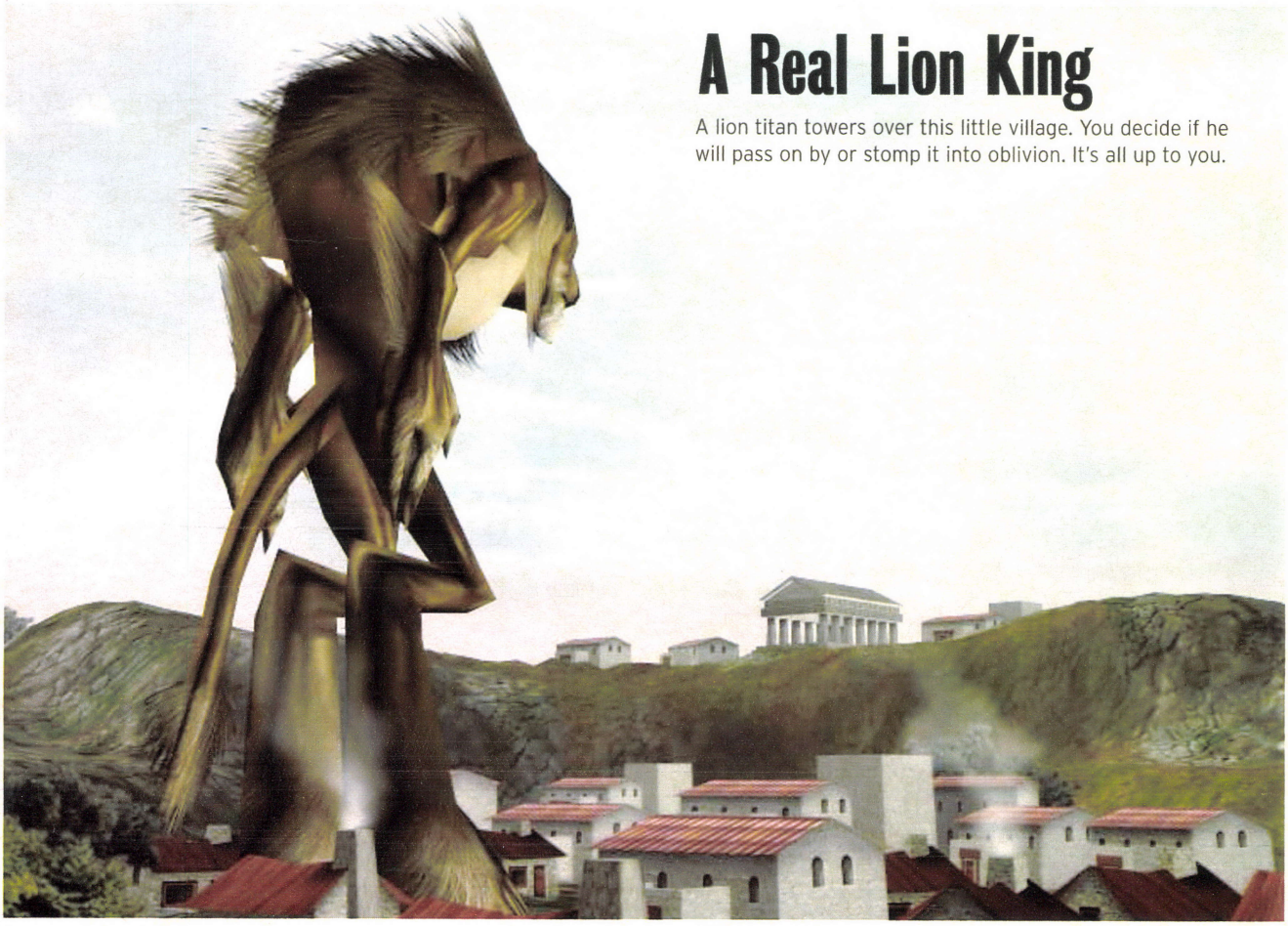
–By Nikki Douglas

Peter Molyneux, gaming legend and *Black & White's* developer, explains the principal idea behind *Black & White* as, "A world that unfolds full of vibrant life where the player gets to be either unspeakably mean and cruel or extremely benevolent." Inspired by his own childhood, Molyneux found the inspiration for *Black & White* in an anthill that he tormented as a kid.

A self-described "horrible child," Molyneux not only attacked the anthill with a magnifying glass, but explored the concept of benevolence



THE UNFLINCHING HAND OF GOD In lieu of a complicated interface, Molyneux and his team use this multipurpose hand to control the world.



A Real Lion King

A lion titan towers over this little village. You decide if he will pass on by or stomp it into oblivion. It's all up to you.



HEAVENLY WRATH Looks like the gods weren't too pleased with the lowly occupants of this humble abode. Note to self: Go to church on Sunday.

IT'S ON THE CD!
See the B&W video interview on the *incite CD-ROM!*

by leaving a trail of sugar for the ants. This was the moment, he recalls, "when somehow God and everything just seemed to make sense."

It's no wonder then that the game has an immense scope: You can easily zoom out so that your perspective is above the clouds or zoom in to see an apple floating in a barrel with an animated worm sticking out of it.

In the game, you play a sorcerer in a world called Eden. You gain power by converting villagers. You can have them perform rituals in your honor, which will generate lifeforce for your magic spells. You can then cast spells by moving your mouse in a certain pattern, and the game's "Gesture Recognition" technology recognizes which spell you want to cast. How accurately you form the pattern will determine how powerful the spell will be.

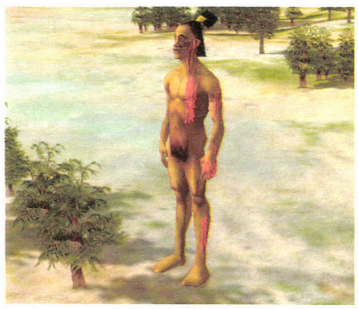
The alignment of your spells depends on the kind of spells you choose to use. If you use evil magic, your homelands will start to look dark, and green fields will look charred. If you choose to be a good sorcerer, your lands will be bright and colorful.

You can also pluck an animal from the landscape and raise it in your citadel like a pet. Under the aura of your magic, it will grow to gargantuan proportions. This will be your titan. Train it to fight and it will grow muscular. Teach it a lot of spells and it will grow frail but intelligent. Punish it for bad deeds and it will behave loyally. Punish it for good deeds and it will be destructive. When you're satisfied with how it has turned out, you can send it into the countryside to fight for you and protect your land.

This game is as much about control and power as it is about morals. Molyneux explains, "We've taken the game engine and laid a storyline over it, but still in the end: The world is what you make it."



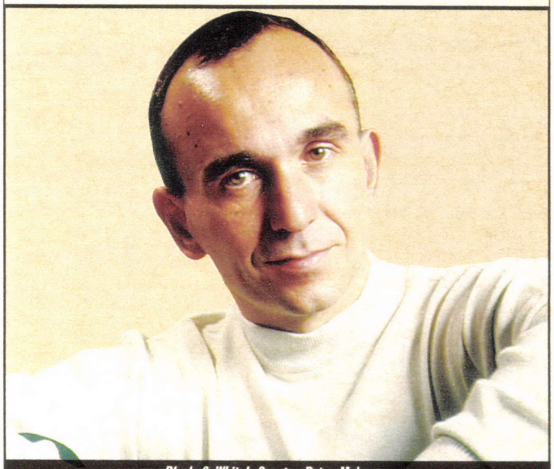
DESTINY JAPAN This Japanese city is spared the Master's wrath...for now.



YOU'RE GONNA GET IT I told you young man, no more wire hangers...EVER!!!

FIVE QUESTIONS FOR...
Peter Molyneux

The creator of *Black & White* has a brilliant mind for gaming, but where does his inspiration come from?



Black & White's Creator Peter Molyneux

How do you feel about the length of the game-making process? Is it self-indulgent or is it necessary?

Black & White started in February 1998, and we are hoping to have it finished by February 2000–that's two years. When you consider that every single graphic and every line of code came from nothing, you begin to understand how long it takes [to make a game]. I believe that this time frame is essential to produce quality games, but if I could shorten the process I would. I can remember the days when making a game from start to finish only took a month, but I wouldn't be surprised if in years to come the time needed to create games starts to creep up to three years or more–and that's a terrifying thought.

Will there be any *Black & White* merchandise?

Yes. We are talking to a number of manufacturers regarding action figures and other merchandising. I am also working on the idea of designing a card game based on *Black & White*. I am fanatical card-game and board-game player. We are also hoping to have an online shop where you can buy clothes for your creature–it would be wonderful to dress my creature from head to toe in Prada clothes.

What kind of launch can we expect for *Black & White*?

Our current plan is to launch *Black & White Gathering* in January 2000. This will be a free download that will let you create your creature and introduce him to other creatures to meet, chat, fight, and play. It will act as a product and a demo. We will follow this up mid-March with a fully playable demo of the game and release the final version at the end of March.

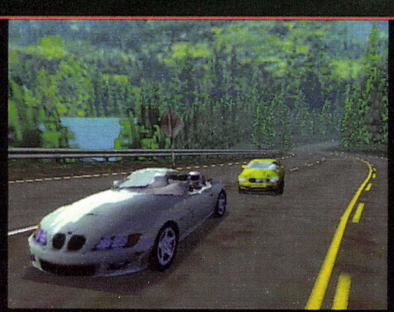
What will make *Black & White* popular?

That's a very big question! I hope the idea of playing a role-playing game in which you play the god figure in a world will appeal to a lot of people. The real star of *Black and White* is the creature you evolve as either a mass-murdering killing machine or a saintly, benevolent creature–or anything in between. I hope the uniqueness of "your" creature will mean that it is a high enough concept to appeal to a lot of people. I'm really looking forward to taking my creature online to meet other creatures and seeing what happens.

THE SECOND PLACE CAR DOESN'T GET





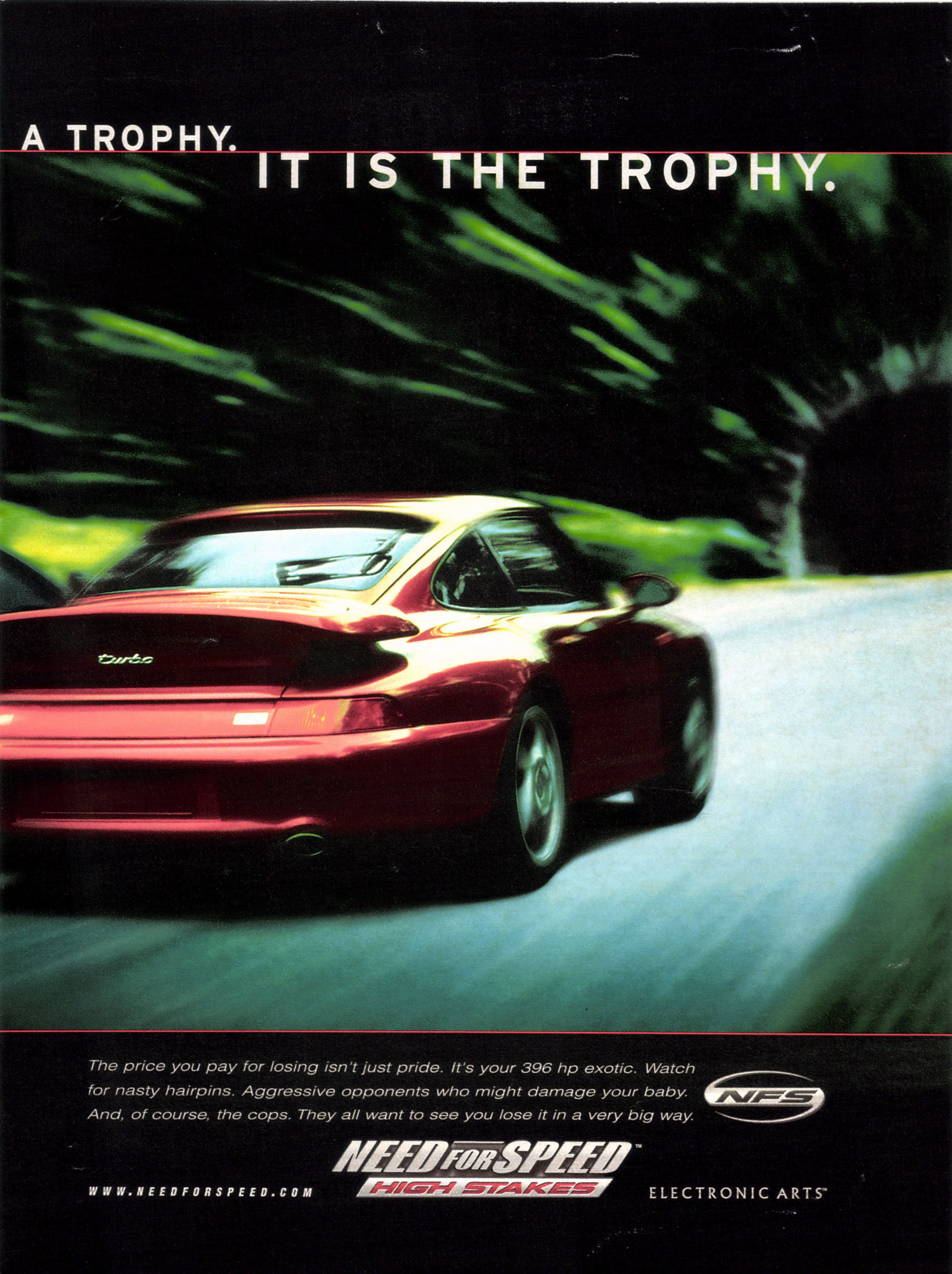




EVERYONE
E
CONTENT RATED BY ESRB

PC

Not all cars available in Hot Pursuit mode. ©1999 Electronic Arts. Need For Speed, Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved. Ferrari, Ferrari 550 Maranello, all associated logos, and the Ferrari 550 Maranello distinctive designs are trademarks of Ferrari S.p.A. Chevrolet, Corvette, Emblems and Vehicle Model Body Designs are General Motors Trademarks used under license to Electronic Arts Inc. "Mercedes", "Mercedes Benz", "CLK" and "SLK" are trademarks of Daimler-Benz AG. McLaren, McLaren F1 GTR, and all associated logos are trademarks of McLaren Cars N.V. BMW and Z3 are trademarks of BMW AG. Licensed from Dr. Ing h.c.F. Porsche AG under certain Patents. Porsche and 911 are registered trademarks of Dr. Ing. h.c.F. Porsche AG. 3DFx ©1999 3Dfx Interactive, Inc. The 3Dfx Interactive logo is a trademark of 3Dfx Interactive, Inc.


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AND THE ORC WAITER SAYS... "Seat him!? I thought you said eat him!" Ha! Ha! That famous *WarCraft* humor is one thing that hasn't changed.

The World Will Change, Indeed

WARCRAFT III Might Not Look Familiar, but You Can Bet It Will Delight Old and New WarCraft Fans

■ PUBLISHER Sierra ■ DEVELOPER Blizzard Software ■ GAME GENRE 3D RPS ■ PLAYERS 1 or 2 ■ AVAILABLE Q4 2000

INSIGHT

Q. Is it true that the Orcs get religion and turn to good in the new *WarCraft*?

A. Believe it or not, yes. It seems the nasty old Orcs have gotten back to their noble roots. And they were so fun to hate....

Q. Will I need a megacomputer to play it?

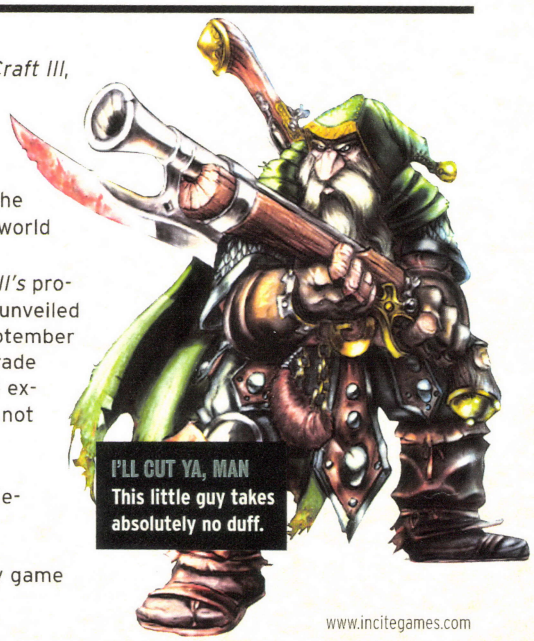
A. Nope. In fact, the designers only use 200MHz machines.

If at first you were disappointed to learn that the next *WarCraft* game will not be like the first two, you're not alone. We were too—until we saw it at the European gaming trade show (ECTS) in September. Blizzard once again shows that it is the undisputed champion of creating fresh new ways to play games on your PC.

–By Bryan Stratton

No one expected Blizzard to be telling the truth when it boasted on its Web site that "The world will change." What Blizzard didn't let on was that it wasn't our world that was going to be changing, but the worlds of *WarCraft* and strategy games. With *WarCraft III*, they've completely overhauled the swords-and-sorcery scrapfest that practically defined real-time strategy games, and the result is a completely new world for PC gamers.

Rob Pardo, *WarCraft III's* producer and senior designer, unveiled a demo of the game on September 5 at European Computer Trade Show (ECTS) in London. He explained that *WarCraft III* is not a real-time strategy game like the previous *WarCraft* titles, nor is it an action role-playing game like *Diablo*. Rather, it's a hybrid of the two: a role-playing strategy game



I'LL CUT YA, MAN This little guy takes absolutely no duff.



INTO BATTLE Oh no! I think I forgot my codpiece at the castle.

(RPS). The game will focus more on combat and character interaction and less on micromanagement.

During his presentation at ECTS, Pardo noted that gamers spend 70 percent of their time in real-time strategy games building their bases and managing resources and only 30 percent of their time actually exploring the world and getting in fights. *WarCraft III* switches those percentages, so gamers can focus most of their attention on interacting with the lush environment Blizzard has created. Instead of individual scenario maps, *WarCraft III* takes place on one huge 3D world filled with other towns and characters, some hostile and some neutral.

Rather than create military units and send them out to do battle, you command heroes who earn experience, rise in power, and form parties with lesser military units. Experienced heroes with high leadership ratings can command larger parties, up to 12 units.

The quests that each hero undertakes replace town resource management and the conventional *WarCraft* scenarios. Heroes recruit units and gather gold by interacting with (and often hacking to bits) other towns and characters. But you can also build docks, gold mines, and lumber mills to collect resources for your town.

Rather than breaking the game up into a series of mapped scenarios with clearly defined beginnings and endings separated by text narratives, the game is a series of integrated quests that take place in the same world. "When you complete a quest, the game keeps going, and you have to find the next quest, much like [Nintendo's] Zelda," says Pardo.

Gamers can focus most of their attention on interacting with the lush environment Blizzard has created.

In addition to orcs and humans, *WarCraft III* features four other races: the demons of the infernal Burning Legion and three others to be named later. But even the orcs and humans are almost completely new races. The orcs, like Darth Vader on his deathbed, have cast off the demonic influence of the Burning Legion and returned to their noble and spiritual origins, and the human alliance has gone the way of Guns 'n' Roses—broken apart by politics and infighting.

Some races will even provide flying units, which can be sent ahead as scouts or used for aerial attacks. Many units will also have spellcasting abilities. Paladin units can cast resurrect spells, and other kinds of units can cast lightning and storm spells.

Be a *WarCraft III* World Creator

You Make the Call

WarCraft III's advanced world builder lets you tweak the game or create your own quests.

One of *WarCraft III's* most anticipated features is its advanced world builder, which allows gamers to customize practically every aspect of the game, including unit types and abilities, world maps, mission objectives, and even the AI. The builder even allows gamers to import custom skins and art.

For the typical gamer, there's a system of pre-defined "triggers" which allows you to set points in the game where some event happens. But Blizzard allows those who are willing to get their hands dirty to alter the Java-like source code of each trigger. Gamers are truly encouraged to let their imaginations run wild.

But *WarCraft III's* radical new gameplay isn't the most impressive aspect of the game. That distinction would go to the game's appearance, which looks a thousand times better than any previous *WarCraft* title. The landscape and characters in *WarCraft III* are fully 3D. The game runs on a completely new 3D engine



HIGH ROLLERS You can bet this isn't the maintenance crew on the roof of the Luxor hotel. Nope, these guys are definitely up to as little good as possible. Let's get ready to *rumble!!!*



BONE COLD DRAGON Take his crystals and be prepared to become lunch.



PARTY CRASHERS All we were doing, officer, was singing songs and making s'mores, and these jerks had to ruin everything with their beer and battle axes. Stupid cretins.

and features a skeletal and skinning animation system that allows for an incredibly high number of very detailed character animations.

But Blizzard, ever the champion of the little guy, also offers some scalability so that low-end PCs can run a somewhat stripped-down version of the game. In fact, the entire development team is working on Pentium 200MHz computers, which is hardly top-of-the-line.

The vast customization options available for serious game tweakers are also great additions. Dubbed the "Advanced World Builder" by Pardo, the customization feature supports the low-tech trigger system used in *StarCraft*, but it also allows for more advanced scripting for those who like to wallow up to their necks in code. Hard-core scripters will be able to design their own units, heroes, spells, maps, and even use their own scanned art in their creations.

The orcs, like Darth Vader on his deathbed, have cast off the demonic influence.

Not surprisingly, *WarCraft III* will have several multiplayer options through Blizzard's Battle.net online gaming site. Blizzard has not yet disclosed what multiplayer modes are going to be available, but it's likely that both quest-based and head-to-head games will be featured.

The only bad news about the game is that *WarCraft III* won't be available until late 2000. After such an impressive demo, it's almost cruel of Blizzard to make gamers wait so long. But if the ECTS presentation is an accurate reflection of the final product—and judging from Blizzard's past successes, there's no reason to believe otherwise—*WarCraft III* will certainly be worth the wait.

AND NOW, IN THE "WE PULLED THIS ONE STRAIGHT OUT OF OUR TUCHUS" DEPT....

Playing the *WarCraft III* Race Card

Because Blizzard won't reveal what the other three races in the game will be until next year, we were forced to speculate. Here's what we came up with, based on our insider information (that we heard from a cousin of the wife of a friend of Bill Roper's maid).



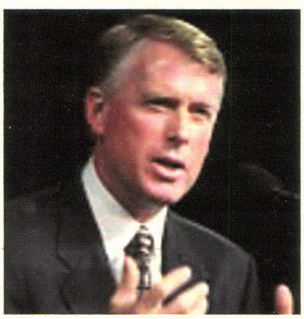
Race: Smurfs
Heroes: Papa Smurf, Handy Smurf, Jokey, Smurfette
Strengths: Can hide in plain sight; highly-developed cooperative society.
Weaknesses: They're about the size of a boot sole.



Race: The Teenage Mutant Ninja Turtles
Heroes: Leonardo, Donatello, Michelangelo, Raphael
Strengths: Masters of ninjitsu; rock-hard shells.
Weaknesses: Lack of females makes species' survival problematic.

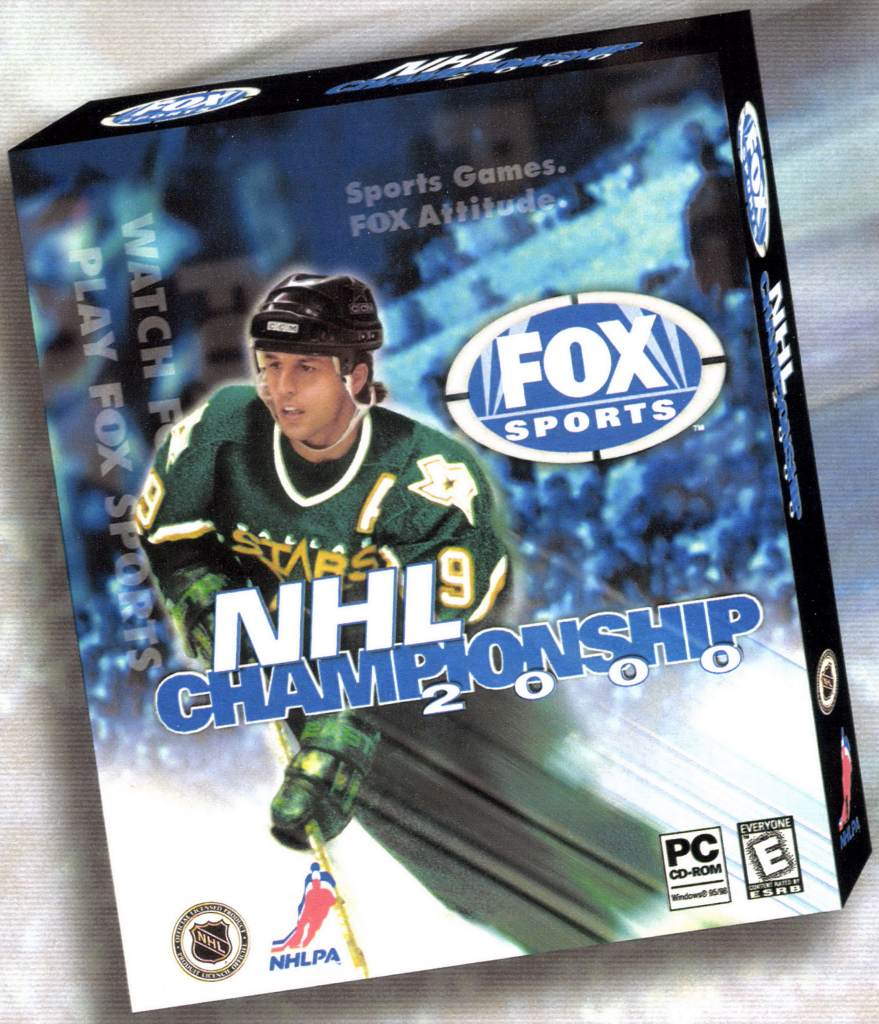


Race: The Whos from Dr. Seuss' *How the Grinch Stole Christmas.*
Heroes: Little Cindy-Loo Who, who is no more than two
Strengths: Astoundingly cheerful in the face of adversity.
Weaknesses: Obnoxiously cheerful in the face of adversity.



Race: Republicans
Heroes: Dan Quayle, The Gipper, Lamar Alexander
Strengths: Masters of political intrigue; tremendously wealthy.
Weaknesses: Try to destroy other races with frivolous impeachment proceedings.

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You are now part of a very special breed of warrior. You are a revenant. In order to regain full strength, you'll need to practice the problem-solving ability necessary to unlock forgotten skills.

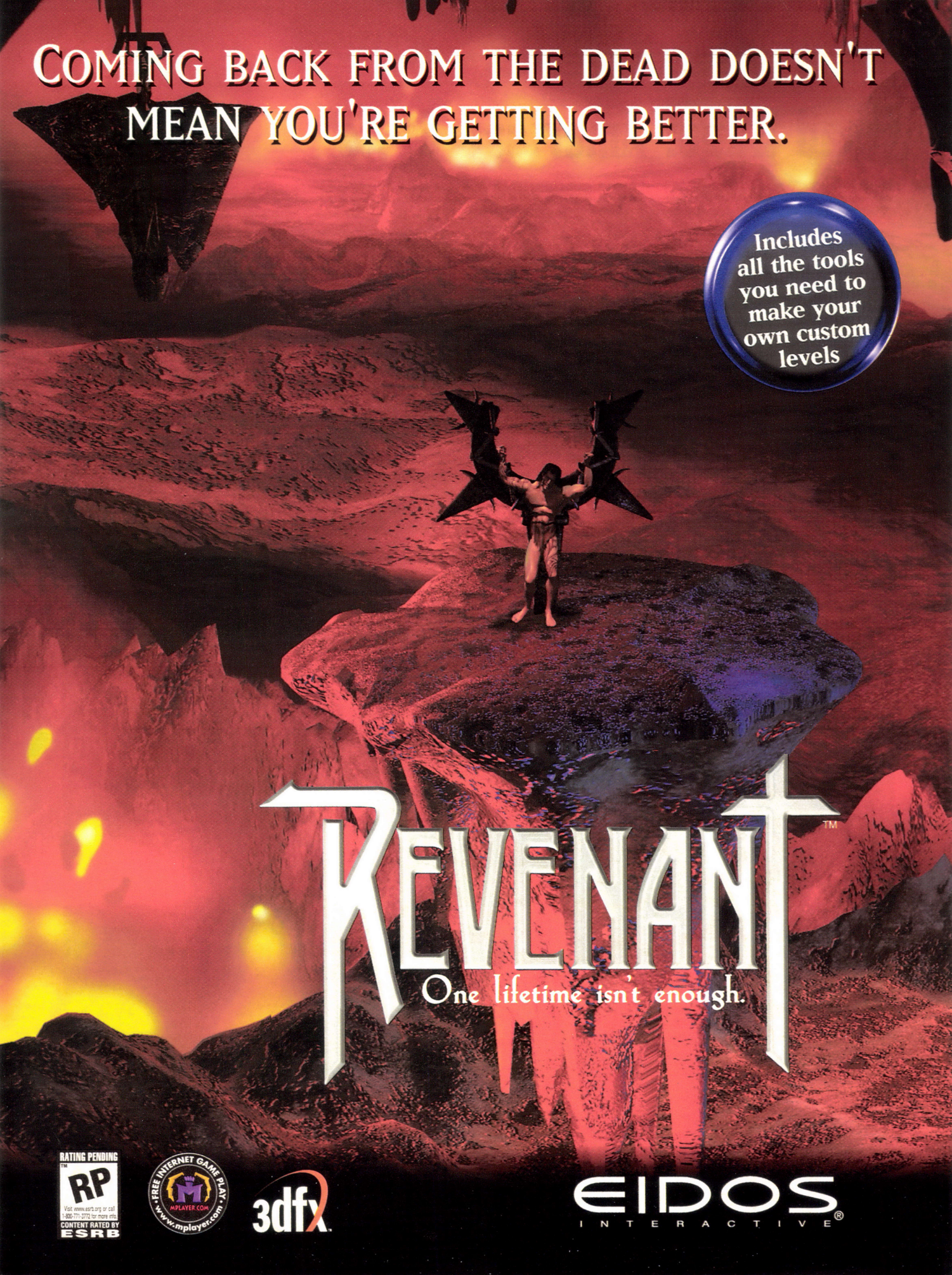
And though there may be the whole island of Ahkuilon to explore, and more than 40 monsters to destroy, there's only one Locke D'Averam. And however you choose to live as Locke, we think you'll agree: Life is better the second time around.

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Check out the interactive demo at www.eidos.com

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Road Rage: American Style

Crank Up A Flock of Seagulls and Mete out Roadside Justice in INTERSTATE '82

■ PUBLISHER **Activision** ■ DEVELOPER **Activision** ■ Game Genre: **Action/Driving** ■ PLAYERS **1-8** ■ AVAILABLE **Q4 '99**

INSIGHT

Q. Can I drive my favorite brand of car in *Interstate '82*?
A. Sort of. While the designers didn't get licenses to use real cars or their names, the cars in *Interstate '82* resemble real-life hot rods.

Q. Which is better: the .50 caliber machine gun or the flame dropper?
A. We like a good .50 caliber as much as the next guy, but since you can't roast a weiner with it, we have to side with the flame dropper.

Ah, the '80s. Reagan promised a "Star Wars" laser to protect America, the A-Team saved the day, and Poison was considered a good band. Well, break out those pastel colored shirts, 'cause it's all coming back with *Interstate '82*.

–By Darren Gladstone



ENGINE TROUBLE When engine blocks and guided missiles collide, the missiles win.



FASHION VICTIMS These outfits thankfully went extinct around 1985.

Area 51 was a hoax. A decoy, if you will. The actual hiding place of the alien technology is Area 49, just down the block. And that also happens to be where the baddies in *Interstate '82* are holding your best buddy, Groove Champion.

You reprise the role of Taurus, the preeminent funkified badass from *Interstate '76*. The main difference, however, is that he's traded in his '70s afro and fly jumpsuit for an economy sized jar of Jheri Curl and a really bad 5 o'clock shadow.

You'll get behind the wheel of such Brady-era favorites as Delorean clones (minus the cocaine airbags), station wagons, and diesel trucks as you take on the perennial bad-guy John Hinkley Jr.–the guy that tried to assassinate President Ronald Reagan in 1981.

What separates *Interstate '82* from its predecessor is its focus on action. You've got no time to worry about your machine gun overheating–just put the pedal to the metal and go!

Probably one of the best no-brainer additions to the game is the



HOW'S MY DRIVING? Stuck in traffic? Try this model with buzz saws attached to the front.



SUNDAY DRIVER A peaceful ride through the countryside: just you, your muscle car, and a .50 caliber machine gun. What could be more idyllic?

One of the best no-brainer additions is the ability to jump out of your hot rod and carjack anyone.

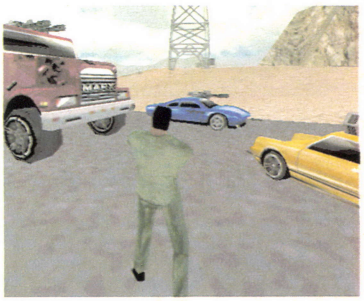
ability to jump out of your hot rod and carjack anyone at any time. Like that guy's blue truck? Fire a Car Launched Hyper-caustic Inhalant Projectile (CHIP) gas rocket into it, and while its occupant is coughing up a fit, jump out of your jalopy and swipe his ride out from under him.

The CHIP rocket is only one of 30 weapons in the game. The LARS satellite-based laser and the carbide cutters are sure to be multiplayer favorites. LARS lays down the law Death Star-style, and when you see that bolt coming out of the sky, you know you're done for. As for the carbide cutters, think *Speed Racer*-meets-*Death Race 2000*-style saw blades on your car.

This is no simple ride in the country in single player mode, but the multiplayer options could be online's scariest police chases. Up to eight wacky racers can customize cars and paint jobs in one of three modes: your traditional one-on-one kill fest, Capture the Flag, and Hot Potato, a great innovation in which one player carries a bomb and has to pass it on to another car by bumping into it before time runs out.

All the racy language in *Interstate '82* has been edited for television...but you'll be able to download a patch for those mothereffers to be as nasty as they wanna be.

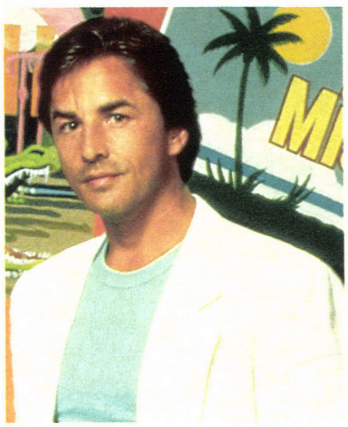
Prepare to see *Interstate '82* roar into stores near you by the end of this year.



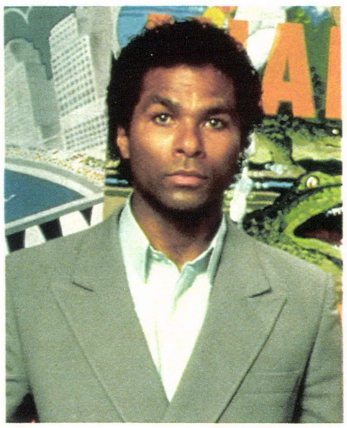
OUTTA THE CAR, LONGHAIR If you don't dig the car you have, just steal your friend's.

SHOCKER! Taurus Is Love Child of Crockett, Tubbs

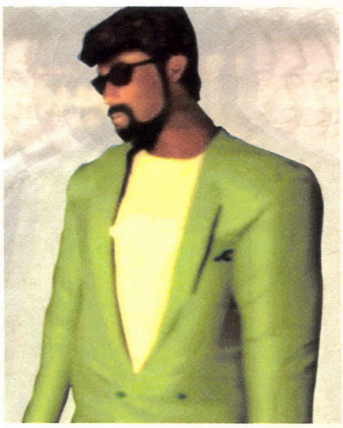
This is the *real* Miami Vice! *incite PC Gaming* has learned that that loveable Taurus of *Interstate '76* and *Interstate '82* fame is the illegitimate offspring of legendary *Miami Vice* cops Sonny Crockett and Ricardo Tubbs.



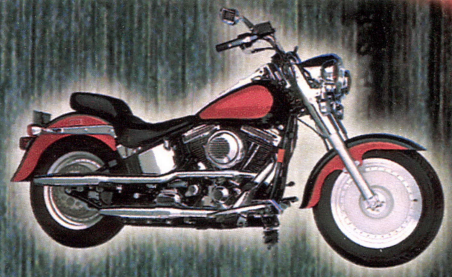
Traits: Permanent 5 o'clock shadow, pastel-colored linen sport coats, saucy with the ladies, drives a hot set of wheels, never wore socks (three words: tough actin' Tinactin), lived on a boat.
Currently: Roaming San Francisco as Nash Bridges doing the same thing he did in Miami...he now wears socks.



Traits: Hit the Sizzler superbar one time too many, fat jar of Soul Glow (Jheri Curl), pastel-colored linen sports coats, really bad cop impersonator.
Currently: Preaching to the choir as a reverend and still in line at Sizzler. He's still bitter about the break-up and calls Crockett "He who broke my heart."



The Proof: Permanent facial scrub, pastel-colored linen sports coat, saucy with the ladies, drives a hot set of wheels (and if not, he'll swipe someone else's), fat jar of Soul Glow.
Currently: Hitting the Vegas strip looking for his old buddy, Groove Champion. He was surprised to learn of his lineage.



'Mechs, Mo

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The Surreal World

Art Imitates Life in Will Wright's THE SIMS—and It Really Hits Close to Home

■ PUBLISHER **Electronic Arts** ■ DEVELOPER **Maxis** ■ GAME GENRE **Simulation** ■ RELEASE DATE **Q1 2000**

INSIGHT

Q. Do your Sims procreate?
A. Yes! As your Sims' world progresses, they will meet other Sims, date, get married, and have children.
Q. So that means they get naked on screen, right?
A. No. Maxis will edit out the good parts with some strategically placed pixels. The most you see is G-rated smooching.

A computer game's greatest strength is its ability to play host to our imaginations: we want to visit exotic planets as space commandos or save the world from alien invasion. Where, then, is the fun in *The Sims*, a quirky diversion that transports us to...real life and transforms us into...ordinary people?.

–By Gary Eng Walk

The Sims Creator Will Wright has heard all this before. "It was a struggle for me to get people to accept the idea that this would be a fun game," he remembers. "Everybody thought I was crazy to do this."

In *The Sims,* you manage people's lives, right down to the tiny mundane minutiae like eating breakfast and going to the bathroom.

Players begin the game by choosing a character and a home from a wide selection that's built into the game. Using tools that are now available on Maxis' Web site (www.thesims.com), creative types can design Sims and build custom-made dream houses.

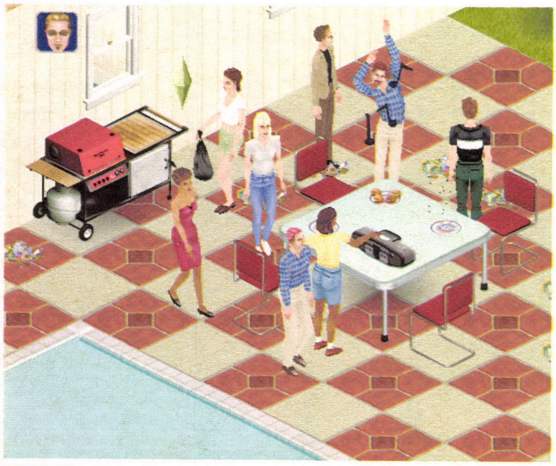
Happiness, your main goal in the game, depends on how well you maintain your home, relate to other characters, and manage your career. Jobs can eventually lead to cushy positions such a business tycoon or a politician, but just like in real life, you'll need to climb the corporate ladder.

As brutal as the rat race can be, it can't compare with the mating ritual. You must guide *The Sims* through the stages of a relationship, from flirting to dating to marriage (as if this wasn't hard enough in real life).

There isn't real speech in *The Sims.* Instead, Sims blabber "Sim Speak"—a combination of gibberish and icon-based voice balloons. It's up to you to figure out what they're feeling from their intonation and body language.

The Sims wouldn't be very realistic if it didn't throw you a curve every now and then. Sometimes your house will burn down or get burglarized. And watch out if you move into a house previously occupied by a Sim that died under your care—Ryan hints that you may want to call in an exorcist.

You can also make a royal mess out of your virtual life: Social workers take neglected children away from careless parents. A repo man will take away your TV and furniture if you don't pay your bills. Life isn't always a beach—and thankfully, neither is *The Sims.*



BACKYARD BOOGIE IN THE 'BURBS Turn up the music, grab a brew, eat a burger, and party like it's 1999–*Sim* style!



BURNING DOWN THE HOUSE There's nothing quite like a grease fire to ruin your day.



THE ULTIMATE MAKEOVER Don't like your real-life body? Make yourself a new one!

It's Merely a Question of Will Power

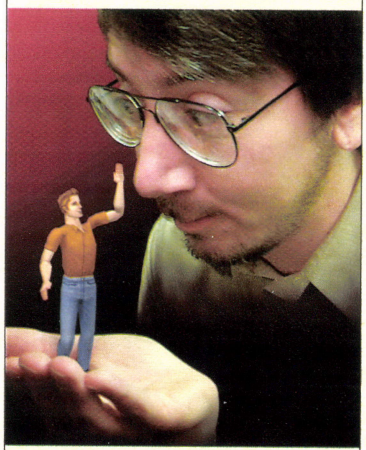
Will Wright Talks About *The Sims* and His Sordid Super-8 Past

Will Wright, the man who made city-planning cool with the original *SimCity* in 1987, is The Man behind *The Sims* and one of the gaming industry's biggest stars.

What is the allure of *The Sims*?
There's something narcissistic about the whole game. When I play it, I put myself, my family, my friends, and my house in the game. You can make yourself the central hero. (*The Sims*) treats everyday domestic situations as a strategy game.

Are there things that you wanted to include in *The Sims* but couldn't?
All sorts of things. One of the biggest is a multiplayer online feature where everyone's builds their own houses, then they walk around and there's this whole social landscape that develops. That's something we're going to address in a later version.

What were you like as a kid? I'd guess you loved building sand castles and melting ants with magnifying glasses.
That's about right. As a kid, I liked building models, then blowing them up and making Super-8 movies of it.



MINI-ME SimCreator Will Wright takes stock of his virtual counterpart.

Raiders of the Lost Franchise

LucasArts Finally Dusts Off Its INDIANA JONES Property in an Action/Adventure Worthy of Joe McCarthy

■ PUBLISHER LucasArts ■ DEVELOPER LucasArts ■ Game Genre Action/Adventure ■ PLAYERS 1 ■ AVAILABLE Q4 '99

INSIGHT

Q. What weapons will Indy have at his disposal?
A. Just like in the movies, Indy will use pistols, machine guns, machetes, bazookas, grenades, and the famous whip. The rumors of his use of a kumquat as a bludgeoning device have been greatly exaggerated.

Q. Will Kate Capshaw make a guest appearance in *Indiana Jones and the Infernal Machine*?
A. Thankfully, no.

George Lucas' software division, LucasArts, should be more than a little peeved at Eidos. After all, Eidos' Lara Croft became the gaming sensation of the '90s by stealing Indiana Jones' gig. Surprisingly, it isn't.

–By Gary Eng Walk

Indy is the original tomb raider—but he spent most of the 1990s in hibernation. Instead, LucasArts was content to let Ms. Croft hog the gaming limelight.

"Everybody in the media was saying, 'Wow, they're ripping off *Indiana Jones*,'" recalls LucasArts Production Manager Wayne Cline. "For us, it wasn't so much 'Why didn't we think of it,' as 'Hey, that's a good idea.' What *Tomb Raider* showed us was a genre—the third-person action/adventure—that would really lend itself well to doing a new *Indiana Jones* game."

Two-and-a-half years after this ironic inspiration, LucasArts is nearly ready to release *Indiana Jones and the Infernal Machine*. The game puts Indy in a post-World War II era with nary a Nazi in sight. What's a swashbuckling archaeologist to do? Fight commies, of course.

The Soviets are attempting to build the Infernal Machine, a device that opens up a portal to another dimension called the Aetherium. It's in your best interest to stop this from happening since on the other side is an evil demigod who wants to open up a branch office on Earth. Pieces of the Machine are scattered across the globe, leaving Indy, Sophia, and the Russians racing to find them.

The name Indiana Jones, of course, separates *Infernal Machine* from other third-person adventures, so LucasArts smartly makes liberal use of classic Indy elements such as the uplifting theme song and the multipurpose whip.

And what about the next *Indiana Jones* movie? LucasArts is typically mum on the subject, but rumor has it that a prequel is currently on the drawing board.



IDOL PLEASURE Steal the idol—if you dare—in this bonus level from the game.



WHIP IT (WHIP IT GOOD) Indy disarms a commie thug with his trusty bullwhip.



INDY PLAYING MINE GAMES Remember this wild ride? *Indiana Jones and the Infernal Machine* pays homage to *Temple of Doom*. Too bad Short-Round doesn't show his face so you could dump him into some lava.

eBay's Indiana Jones Memorabilia

Priced-for-Less Artifacts

The unflappable Dr. Jones has seen his share of freakish attractions, but even he would be scared to see some of the Indy swag popping up on eBay. Herewith, some lowlights:

HENRY JONES MASK



Latex mask of Indy's father, played by Sean Connery in *The Last Crusade*. What's the treat for someone wearing this mask on Halloween? Viagra?

YOURS FOR: $15 FREAK FACTOR:

INDIANA JONES $$$



Looks like a real dollar bill—except Indy's likeness replaces George Washington's. Ten of these bills buy you the Ark of the Covenant.

YOURS FOR: $3 (U.S., not Indy bucks) FREAK FACTOR:

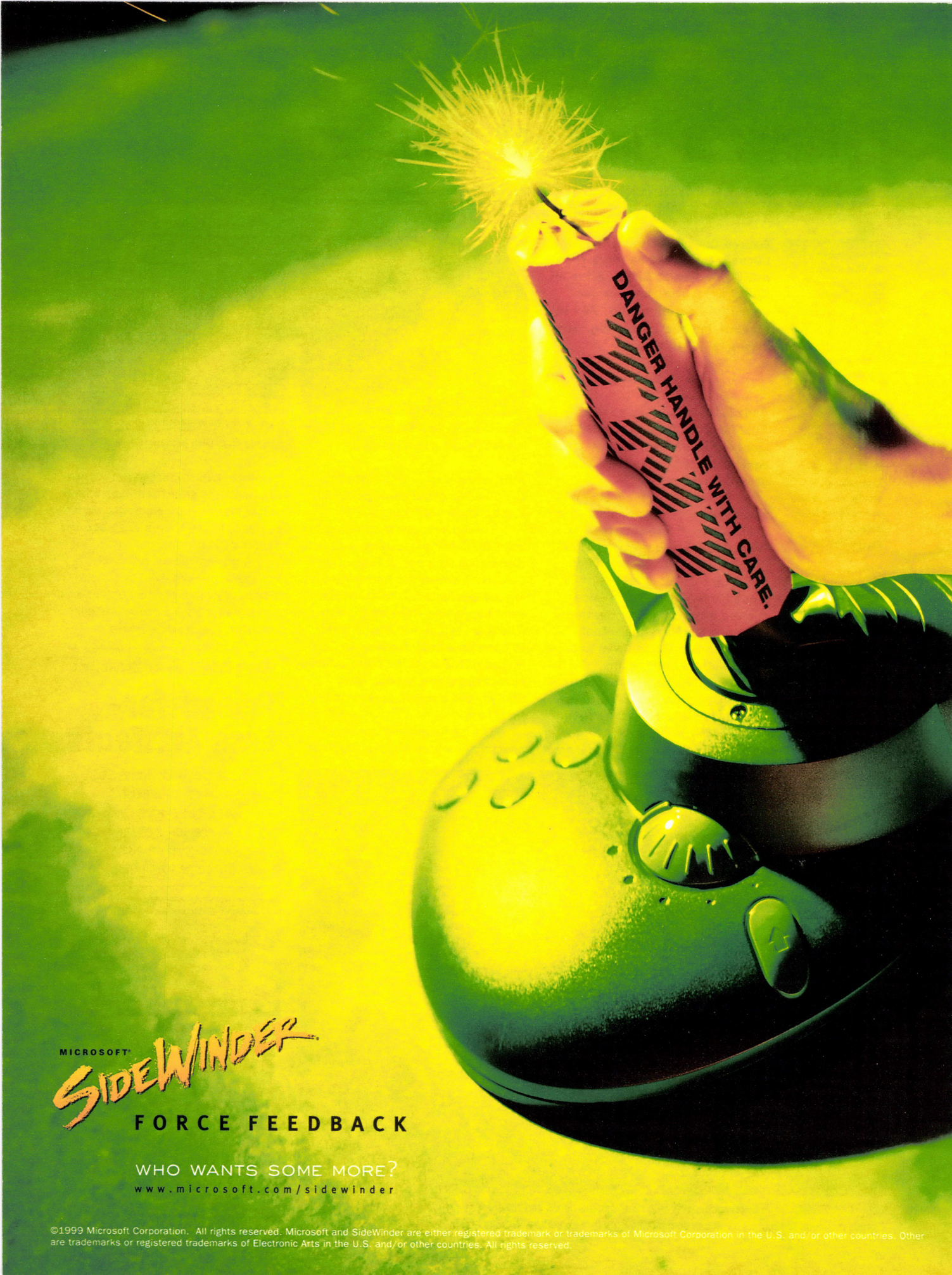
INDY LUNCHBOX



No sissy plastic here. This *Temple of Doom*-themed metal lunch box is sturdy enough to bring along on even the most perilous trips to ancient tombs.

YOURS FOR: $5.95 FREAK FACTOR:

SNAKES! I HATE SNAKES!



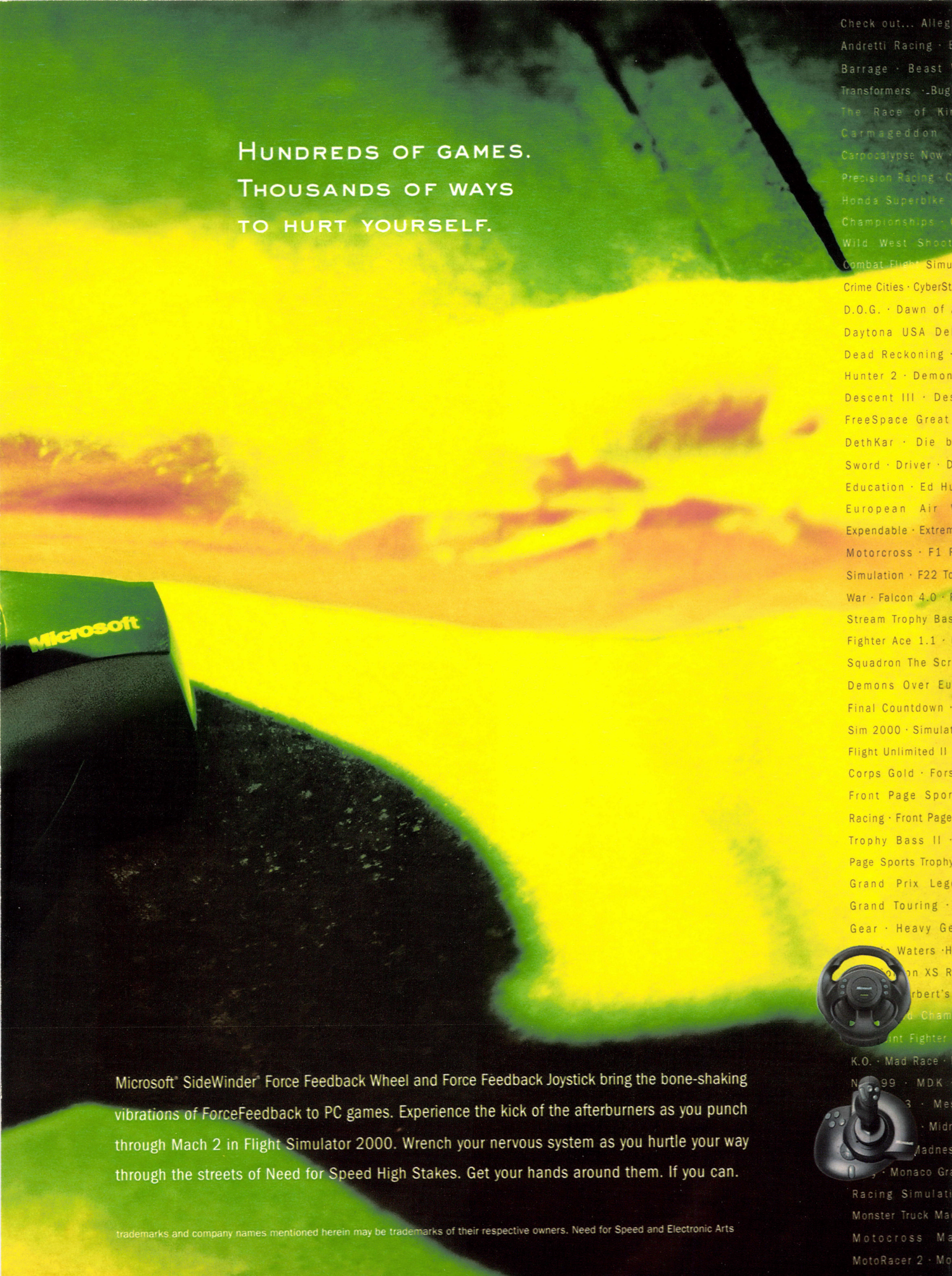
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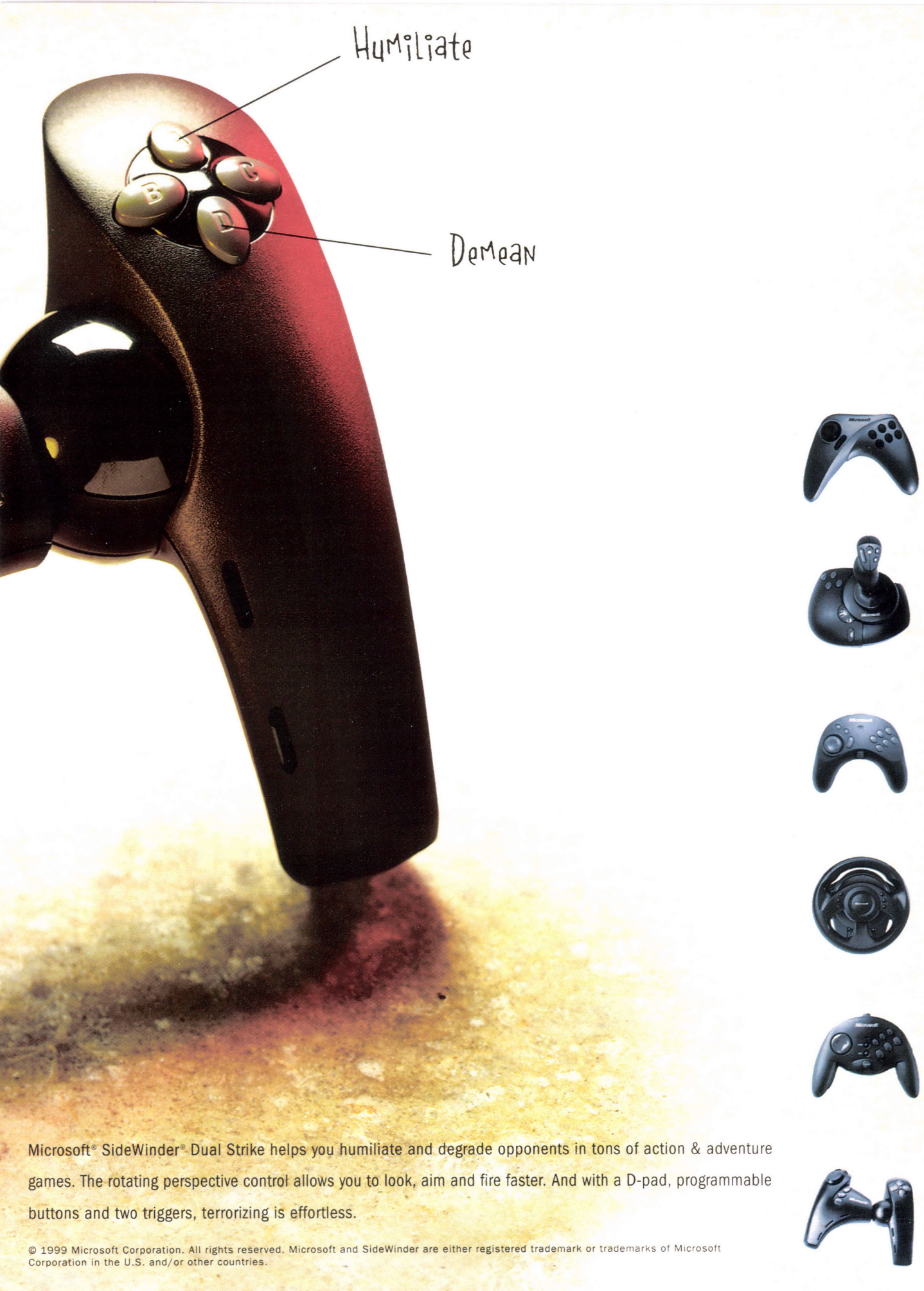

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Motorcross · F1
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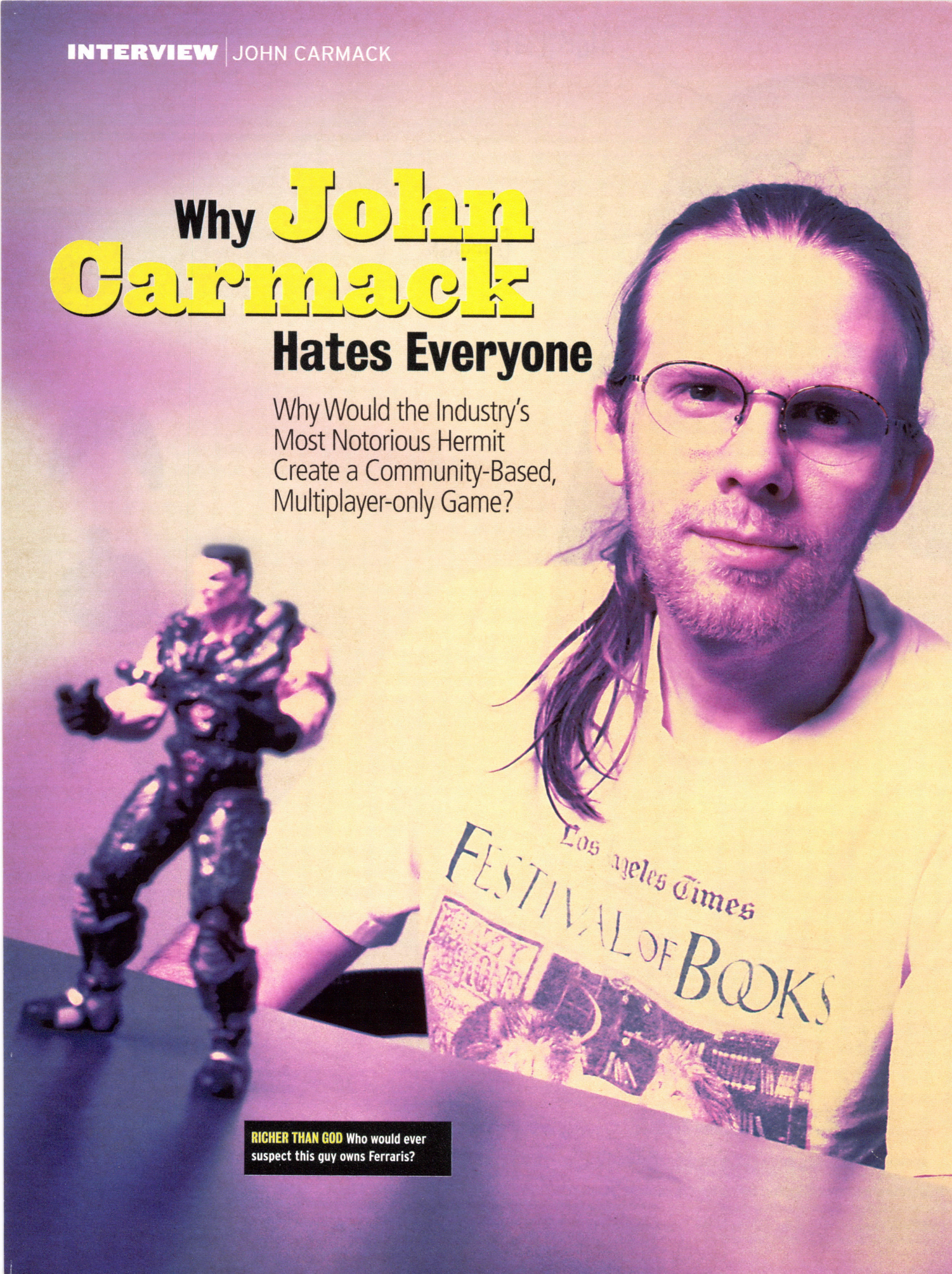


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Why John Carmack Hates Everyone

Why Would the Industry's Most Notorious Hermit Create a Community-Based, Multiplayer-only Game?



RICHER THAN GOD Who would ever suspect this guy owns Ferraris?

John Carmack made the id Software empire from the ground up. He works all night, sleeps during the day, hates returning email, doesn't bother returning voice mail, and slips off to hotel rooms in other states when he wants to get serious work done. He speaks very quickly when he does talk to you and shoots from the room the moment that you're done. And if he had his way, he'd talk to the world even less than he does now.

From this description, you might think that he hates everyone, but he simply likes the notion of being a hermit programmer.

We asked Carmack to tell us a little about his new pet project, the multiplayer-only *Quake III: Arena*. We also got his thoughts on where id Software is headed.

–By Moira Muldoon

Do you think DeathMatch-only gaming is a whole new trend? Is this where gaming is going?
It really was weird when we first start talking about this–we were way out on a limb. Shortly after that, we heard all these announcements that other people were going the same way. We're like, okay, maybe we're all thinking along the same logic and are reaching the same conclusions. But there's a little part of me going, "Boy, I hope they're not just following us hoping that we know what we're doing, because we're kind of crossing our fingers."

Historically, we've always had to kind of make two games in one. You've got the single-player experience, and while you can play the DeathMatch on the single-player level, usually you've got separate DeathMatch levels. So from a game-design standpoint, it's a lot better to be able to just say, "If you want to do a great multiplayer game, do a great multiplayer game."

Are you at all tired of the first-person shooter genre?
There are always going to be these types of games. There's some talk in some quarters about fusion gaming, about bringing different styles of games–merging first-person action with adventure or strategy and all



IT'S ONLINE!
For the complete interview, go to www.incitegames.com

those–and I'm not convinced that those are necessarily good ideas. I still definitely think that we're sticking with first-person shooters, and that type of action games, because we have real strength there.

Will the next id game after *Quake III: Arena* be single-player?
Yes. We're probably going to do a single-player focus game, and who knows–we may actually do a game that doesn't have a network componentt. It's very possible that we might end up supporting *Quake III* with various things well past the release of even the next product, because we like the multiplayer scene.

Will the next game have a deeper storyline than the past *Quake* games?
We intend to make a good single-player game. I do think that the game is likely to have a fairly linear path. I mean, that's one thing we experimented with in *Quake II*–being able to branch out, do different things in different orders.

"There's some talk in some quarters about fusion gaming, about merging first-person action with adventure or strategy. I'm not convinced that those are necessarily good ideas."
— *John Carmack*

It's something like the community was always saying [it wanted], but in hindsight it probably wasn't a particularly good thing.

One of the potential directions we are talking about for the next title is a strong story, but personally I still don't think that's necessarily id's strength. Yeah, we can go ahead and we can do pretty much anything that we set our minds to, but I think that there are other aspects that we're more inherently suited for.

I think about [storyline] in terms of encounters. Thinking about a game from an encounter-centric point of view is a new thing for us. What do people remember about *Doom* or *Quake*? You remember going in, hearing the lights going out, the monsters jumping out, and getting mugged from behind–that's an encounter, and that's the type of thing that burns into people's memory.

How do your past games stack up?
Quake II was okay. It had a reasonable design through all of it, and some elements were carried through all of that.

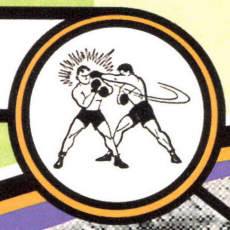
Quake was just pathetic in terms of its story stuff.



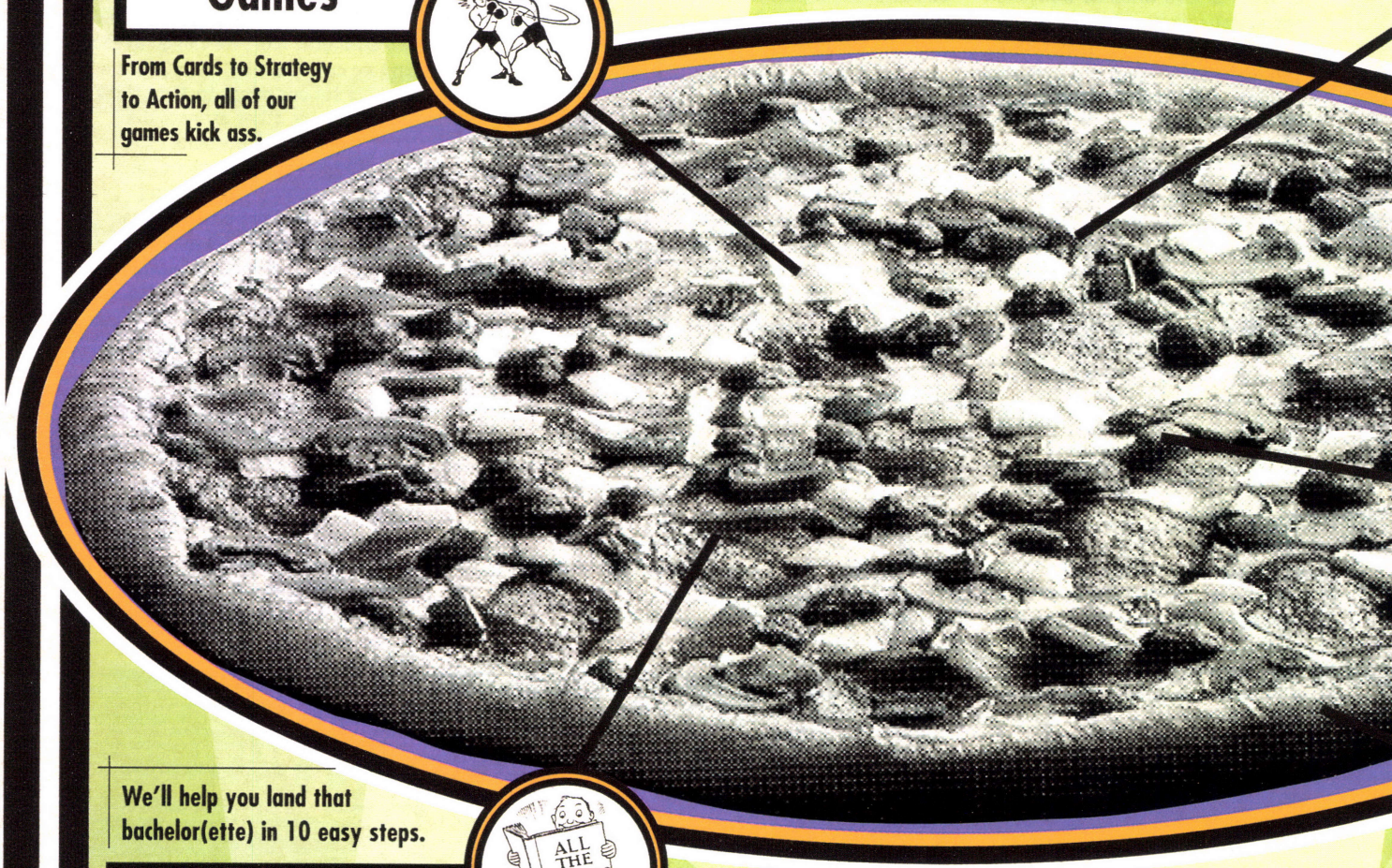
FEAR THE GLOWING MAN ***Quake III: Arena*** **is chock-full of special effects and never-before-seen graphics. All of these effects take hours upon hours to program, which is why Carmack needs his alone time.**

WHAT A GAMER NEEDS.

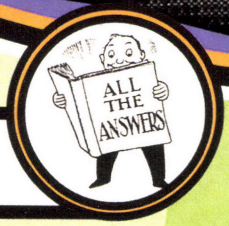
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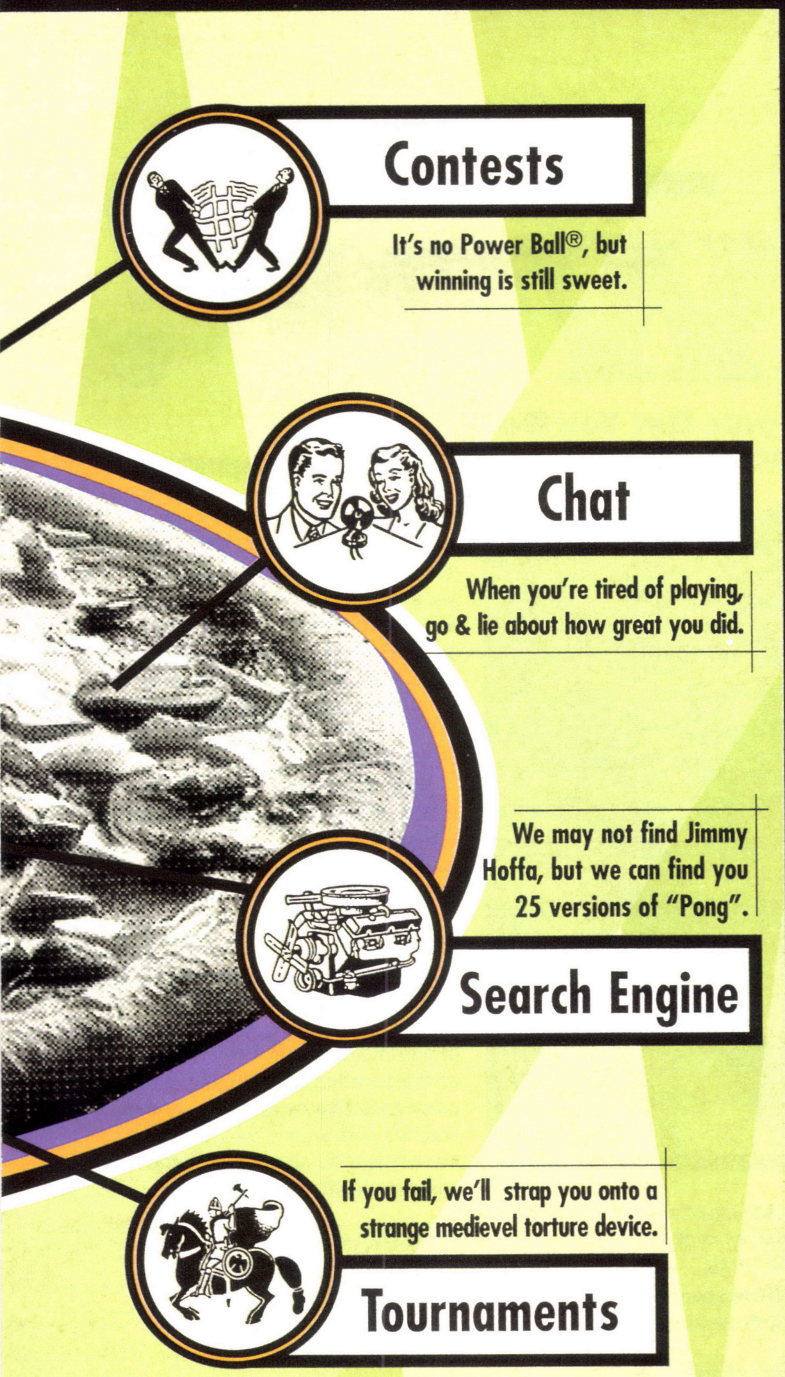
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Fight the Power!

BY JOE VALLINA

Don't Let the Upgrade Cycle Get You Down! Here Are 10 GREAT GAMES for Your P/133MHZ Computer

ILLUSTRATIONS BY JOEL RODGERS



Let me guess: You're still paying off that top-of-the-line, all-bells-and-whistles-included Pentium/133MHz gaming rig you bought in 1997? And I also bet that the same smarmy salesman at the computer superstore (who "guaranteed" that your screamin' Pentium 133 box wouldn't be obsolete for five years) isn't jumping at the chance to let you trade it in for a new Pentium III/600MHz. Which is, of course, what every computer game mag says you'll need to play any good games.

Well take heart, valiant gamer! You're not relegated to *Tetris!*

To help you break the shackles of computer-upgrade tyranny, we've compiled this list of 10 fantastic games that will run just fine on your lowly Pentium/133MHz. Now go forth, game, and let the computer elite be damned!

1. Alpha Centauri

- **Minimum system:** Pentium 133
- **RAM:** 16MB
- **CD-ROM speed:** 4x
- **Hard-drive space:** 60MB

Why you should play it: *Alpha Centauri* is brought to us by Brian Reynolds and Sid Meier, the two fellows who gave us *Civ II*, the most renowned turn-based strategy game in history. *Alpha Centauri* picks up that torch and holds it very high. You'll begin the game as a colonist in the *Alpha Centauri* system. You'll end it exhausted, sleepy, and totally satisfied with a gaming experience like no other.



ANOTHER WORLD Boot up *Alpha Centauri* and say goodbye to your family.

2. Heroes of Might & Magic III

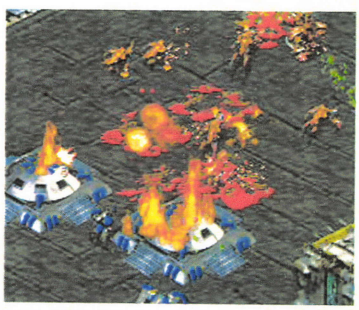
- **Minimum system:** Pentium 133
- **RAM:** 32MB
- **CD-ROM speed:** 4x
- **Hard-drive space:** 200MB

Why you should play it: *Heroes of Might & Magic III* is the newest incarnation of one of the most popular turn-based strategy series of all time, and this new chapter is as invigorating, challenging, and ultra-addictive as ever. This game should come with a warning: "Has been known to single-handedly end marriages everywhere."

3. StarCraft

- **Minimum system:** Pentium 90
- **RAM:** 16MB
- **CD-ROM speed:** 2x
- **Hard-drive space:** 80MB

Why you should play it: Considered by many to be the definitive real-time strategy game, *StarCraft* has



PARTY'S OVER These Zerg from *StarCraft* are the ultimate party crashers.

spawned a huge cult following. In the game, you get to play as the Humans, the Zerg (think the bug from *Men in Black*), or the Protoss (a psionic alien race). *StarCraft*'s depth of gameplay and sheer fun-factor make it a sure bet for your lower-end computer. And when you've finished *StarCraft*, its add-on pack, *Brood Wars*, is waiting patiently in the wings.

4. Sanitarium

- **Minimum system:** Pentium 90
- **RAM:** 16MB
- **CD-ROM speed:** 4x
- **Hard-drive space:** 30MB

Why you should play it: As a major addition to the recent renaissance in adventure games, *Sanitarium* is a graphic adventure that is not for the easily upset. This plot-heavy tale is filled with mystery, intrigue, and bizarre scenes that will haunt you long after you have finished the game.

5. RollerCoaster Tycoon

- **Minimum system:** Pentium 90
- **RAM:** 16MB
- **CD-ROM speed:** 4x
- **Hard-drive space:** 50MB

Why you should play it: You can make your own roller coasters and watch them make people barf! Of course, you better clean it up fast or people won't come back. This is the ultimate theme park: one you design yourself. Use the game's stock roller coasters and high-flying thrill rides or take the reins and design your own.



PUKE TYCOON If you build it they will barf. Be sure to have a clean-up crew ready to mop up if you want people to have a good time.

Let me guess...that smarmy salesman who sold you that top of the line P/133 isn't jumping at the chance to let you trade it in for a PIII/600.

6. Quake II

- **Minimum system:** Pentium 90
- **RAM:** 32MB
- **CD-ROM speed:** 4x
- **Hard-drive space:** 400MB

Why you should play it: Well, *Quake II* is only the definitive first-person shooter of all time, but other than that.... This game initiates you into the world of fast and furious deathmatches, *Quake II* mods, and the gorgeous 3D realm of the cybernetic nightmare race called The Strogg. Alas, you'll have



EAT IT, STROGG SCUM These ugly guys seem to have a slight attitude problem.

to play it in software mode at a low resolution to get it to run passably, but it's still awesome even without 3D acceleration. After all, it's the unrelenting gameplay, not pretty graphics, that gave the *Quake* series its great reputation.

7. Links LS

- **Minimum system:** Pentium 133
- **RAM:** 32MB
- **CD-ROM speed:** 8x
- **Hard-drive space:** 40MB

Why you should play it: The *Links* series is undoubtedly the best golf game of them all. With its plethora of great courses and great swing interface, *Links LS* will make that boring workweek just zoom by. (Just make sure to have that Excel spreadsheet ready if the boss comes over to your desk!)

8. Imperialism II

- **Minimum system:** Pentium 100
- **RAM:** 16MB
- **CD-ROM speed:** 4x
- **Hard-drive space:** 16MB

Why you should play it: *Imperialism II* is perfect for would-be Napoleons set on conquering Europe. Use diplomacy and military might to take over other lands on your way becoming a ruthless or benevolant ruler.

9. Railroad Tycoon II

- **Minimum system:** Pentium 133
- **RAM:** 32MB
- **CD-ROM speed:** 4x
- **Hard-drive space:** 100MB

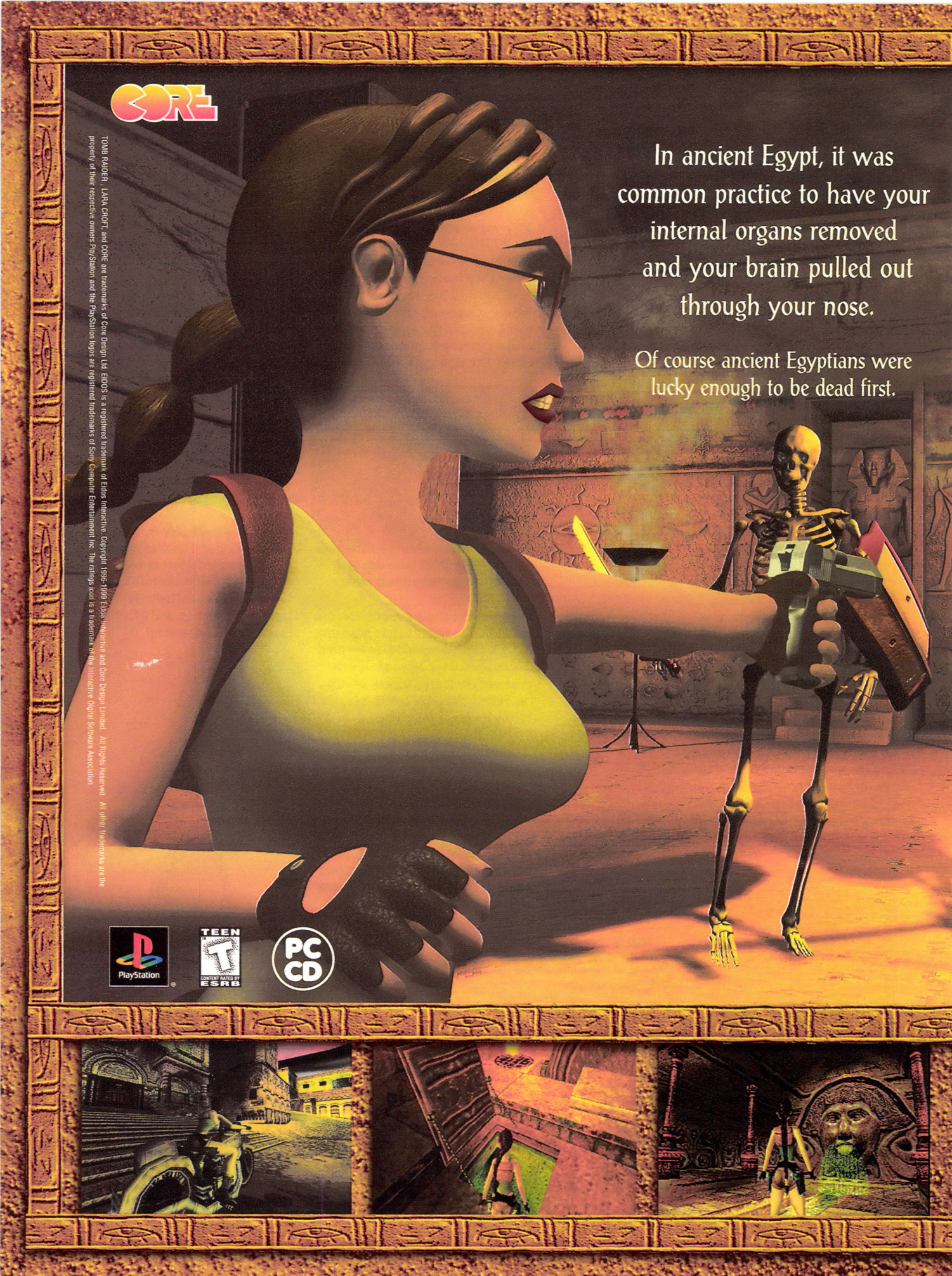
Why you should play it: The Gathering of Developers' updated version of the best railroad building game ever, refines what was already a practically perfect game. The premise may sound a little boring, but once you start building your own railroads, initiating trade and commerce, and constructing an empire that stretches across the land, you'll be hooked for hours.

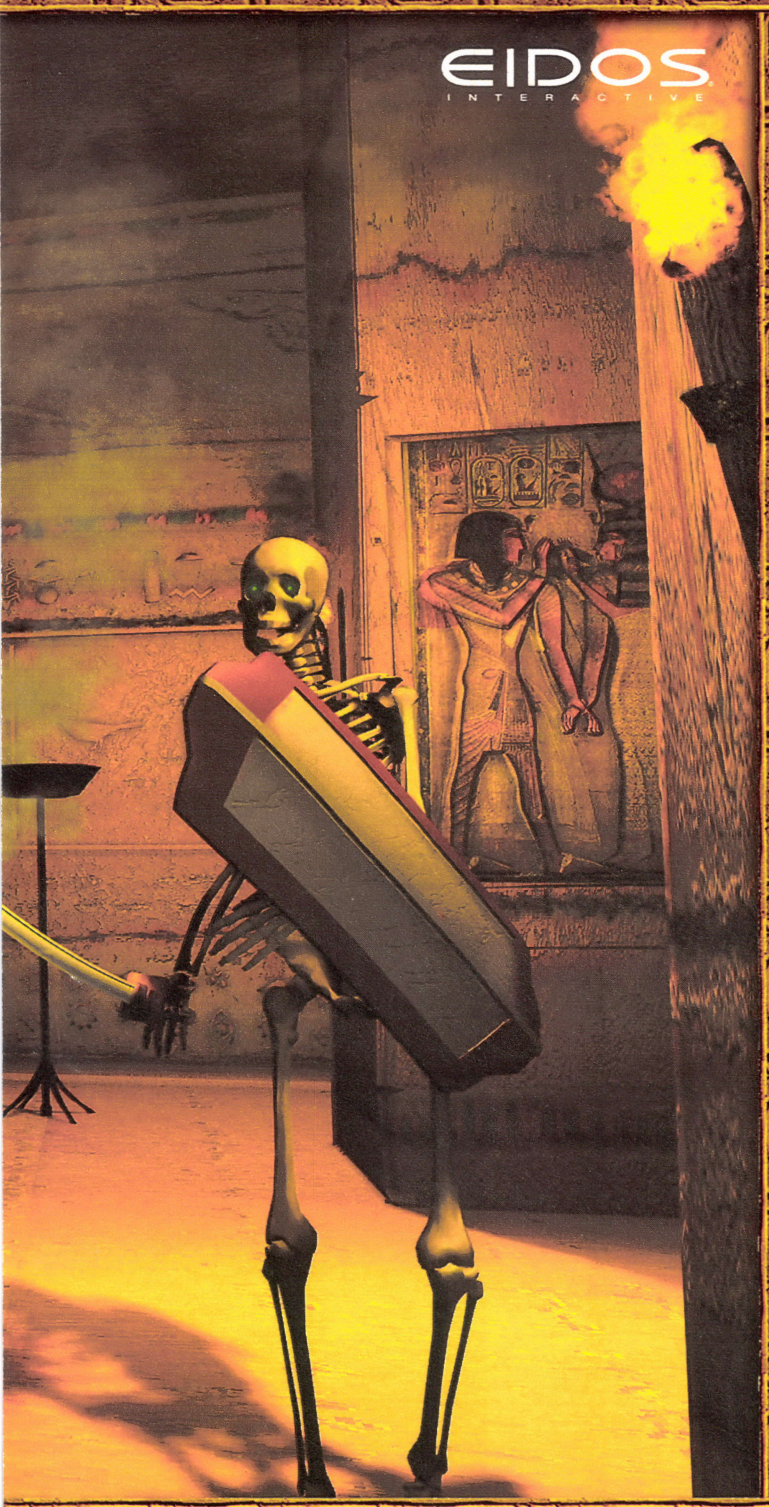
10. Grim Fandango

- **Minimum system:** Pentium 133
- **RAM:** 32MB
- **CD-ROM speed:** 4x
- **Hard-drive space:** 30MB

Why you should play it: You help Hell-dwelling and hapless underworld deputy Manny Calaveras save a poor woman's soul. This LucasArts adventure has a great cartoon-style look, fascinating puzzles, and a fantastic plot. Great fun all around.




CORE
In ancient Egypt, it was common practice to have your internal organs removed and your brain pulled out through your nose.
Of course ancient Egyptians were lucky enough to be dead first.
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Could the next tomb Lara Croft enters be her own? Find out in Tomb Raider: The Last Revelation, her latest adventure. With seamlessly integrated gameplay and FMV sequences, new skin and 3-D texture mapping, diabolical new puzzles and a totally new inventory control system this is a totally new Tomb Raider. Let's just hope it's not Lara's last.

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Real Loathing and Des

UNDERGROUND
Demian saw the city through a Jolt-flavored haze. The only thing left to focus upon was the *Descent 3* contest and the rear-view mirror. He knew his assignment, but the mirror was so *inviting....*

By Demian Linn and Darren Gladstone

WE'RE WITH CAESAR
Demian (in glasses) and Darren in all their glory.



cent 3

We Sent Two of Our Editors on a One-Way Trip to Las Vegas in a Convertible Loaded With All the Sugar and Caffeine It Could Hold—God Help Nevada

We were an hour south of Barstow when the Jolt Cola began to kick in. My associate and favorite law school drop-out, Darren "Dr. Gonzo" Gladstone, was riding shotgun and babbling about the porn stars he met at a bar the last time he was in Las Vegas, but I wasn't listening. I was ripped on a drug cocktail of caffeine, guarana, and high-fructose corn syrup and desperately trying to maintain my shaky grip on reality. I failed in that regard, but the weekend—at least the parts I remembered—had its moments.

The best *Descent 3* players in the world were going to throw down at Caesar's Palace, winner takes $50,000. Our orders from *incite PC Gaming* were simple: Secure a car for the all-night blitz across the desert to Las Vegas, cover the *Descent 3* tournament at Caesar's Palace, and maybe find the American Dream. So we rented a stylish but expensive convertible and hit the road.

The light of dawn was just beginning to win its battle with the lights of the strip when we rolled into town. Vegas in the morning is like ground zero after a hurricane: debris everywhere and people wandering the streets looking like they can't remember their own names. We would fit right in.

Vegas in the morning is like ground zero after a hurricane: We would fit right in.

We were still flying from our all-night sugar high when I cautiously pulled the car up to the valet station at the Monte Carlo. Darren, his sweaty shirt clinging tightly to his chest, had jumped out of the car and was skipping alongside it pumping his





THIS COULD GET UGLY With this much sugar and caffeine, Mother Theresa couldn't stay out of trouble.

fist in the air and yelling, "Viva Las Vegas!"

We had a red convertible (or was it blue?), a bottomless expense account, even a professional photographer, but we'd have to lose him quick—the last thing we needed was photographic evidence. Most importantly, we had a suitcase filled with the finest legal stimulants money could buy: Pixie Stix, Shock Tarts, Jolt Cola, those trendy guarana and kava kava sports drinks, and just about every other sugar/caffeine delivery-means known to man. Plus something called the Big Hunk, a caramel/nougat concoction that packed a serious sucrose punch. It was more than enough to keep us lit throughout our entire mission.

Water Joe is normal spring water with a strong dose of caffeine.

The only thing that had me worried was the Water Joe, which is normal spring water except with a strong dose of pure caffeine. Think about that for a second. It looks as harmless as Evian, but before you realize it you've got the shakes worse than Kate Hepburn.

A quick rendezvous with Raj, our ace photographer, and we hit the strip. Raj refused our offers of Pez, Pixie Stix, and Surge and then

DR. GONZO'S BRUSH WITH THE RICH AND FAMOUS

EXCLUSIVE! Dead Folks Interviewed!

Proof that great entertainers don't die, they just go to Vegas. Or maybe they do die and *then* go. Whatever.

While riding a crest of Nutrageous bars between my third and fourth Singapore Sling, I made my way to Madame Toussaud's Celebrity Encounter.

So which one are you, Siegfried or Roy?
Siegfried (or Roy): [stony silence]

Okay, moving on. Where do your white tigers go when the ASPCA makes them disappear?
Siegfried (or Roy): [stony silence again]

This was going nowhere, so I told them I was really a David Copperfield fan and searched for more celebs. Not two feet away do I see one of my favorites, Tom Jones.

Mr. Jones, rumor has it you're a hit with the ladies. I heard you hospitalized a woman after one session. Is this true?
Tom Jones: [Being modest, he chose not to answer]

Realizing that Tom would plead the Fifth on every question, I bid him adieu only to see Elvis. I know there are plenty of impersonators in Vegas and they say he's dead, but I tell you, The King lives on. Here was the proof!

I tried asking him several questions, but he was distracted by the three Butterfinger bars sticking out of my pocket.

There's one thing I took away from the experience: Celebrities are right bastards. That's when a nice woman named Stacey escorted me out.



DANCE THE NIGHT AWAY Dr. Gonzo has some fun with Siegfried. (Or Roy?)



KING OF PAIN Does Tom Jones really have the biggest...um...*act* in Vegas?



KING SIZED Dr. Gonzo meets his hero. Hey, have you got a spare hamhock?





THE TOURNEY The photo at left shows the contest, where hopeful gamers struggled to win $50,000. The photo below shows Damien stealing it.

started asking uncomfortable questions. "What am I supposed to be shooting?" "Why aren't we at the tournament? Is Darren suffering from some kind of medical condition?," so I decided the responsible thing would be to at least make an appearance.

Even through sober eyes, Caesar's Palace is a total trip: mazes of slot machines, women in togas offering free drinks, and knock-off statues of Michaelangelo's David are everywhere.

The tournament was in the Coliseum, something that conjures up images of Christians and lions, sand on the floor to soak up the blood, and a screaming audience of thousands. Unfortunately, even sugar highs have their limits: the Coliseum was actually a big room full of computers and guys with cheesy moustaches.

It was still mayhem. A local area network (LAN) party was in full swing and had been since yesterday. I heard yelling and explosions and saw the blue glow of a hundred monitors flickering on glasses and dilated pupils. These people were almost as juiced up as I was.

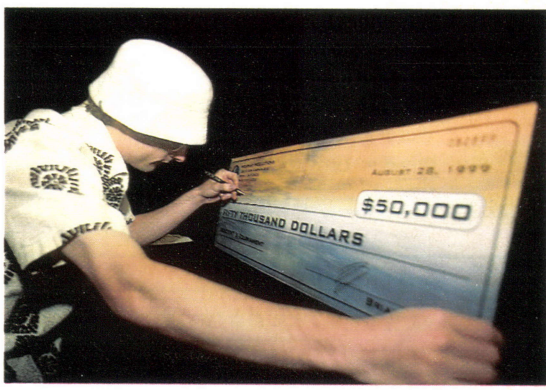
Interplay, the tournament's sponsor, wasn't going to award the big money until tomorrow's showdown, but contenders were already in heated two-on-two and one-on-one mini-tournaments. Tomorrow was a long way off, though, and I was halfway through the Big Hunk by this point.

Darren had run into a contingent from Outrage Entertainment, the guys who made *Descent 3*, at the barge bar and had been doling out pick-me-ups from the special suitcase. When I caught up to them at Quark's Bar (from *Deep Space Nine)* at the Hilton, they were sipping from an enormous fishbowl filled with an unidentifiable blue beverage and loads of dry ice.

One of the Outrage guys looked like a Bajoran to me, and I was trying not to freak out. It was one of those awkward moments when you try not to stare but you can't help look.



OH YEAH, DESCENT 3 Damien and Dr. Gonzo went to Vegas and all we got was this lousy screenshot.



One of the Outrage guys looked like a Bajoran to me, and I was trying not to freak out.

Mark Dinse, part of the Outrage crew, started blabbing about a *Descent 3* expansion pack. Before he could go into too much detail about the advanced AI, new levels, weapons, and playing the game as a bad guy, he took another tug from the evil punch. Everything was forgotten. A couple more fishbowl drinks later a Ferengi escorted us out of the bar.

The next morning I returned to the tournament. By this point I was downing Pop Rocks, Red Hots, and Necco Wafers



with a kava kava chaser. The high had reached critical mass. I lost it for a while and when I came to, I realized I'd been mesmerized by a flying toaster screen saver for I don't know how long.

A joystick was thrust into my hand and I was in the saddle. The celebrity deathmatch was about to start and someone must have thought I was a famous person. The Outrage crew was talking smack and Dennis Fong, a.k.a. Thresh (the well-known *Quake* deathmatch player) was trying to get me off my game by not talking trash and just acting like a nice guy. I wasn't going to fall for that, so I started making noises like a baboon on fire, playing the mental game. It must have worked—or was it the kava chaser?—because when time expired I was in first place. It was a sweet victory; one I will never allow anyone present that day to forget.

Finally, the moment of truth: The battle for the $50,000 booty had begun. Nirvana took the lead early while Fatal started slow and had a suicide before getting into the flow. In the end, Fatal sealed a narrow victory in the last minute of the match, the place was in a frenzy, and he walked off with the Big Check.

The celebrity deathmatch was about to start and someone must have thought I was a famous person.

A bunch of tournament attendees, fans, and groupies retired to the bar after that. The Water Joe was gone but we still had enough Sour Patch Kids and Nutrageous to keep us going indefinitely. That's when we heard about the 1999 International Chess Championships on the fourth floor of Caesar's Palace. Boring? Not for reporters on a Willy Wonka sugar trip. Our adventure was just beginning....

Editor's note: We have not heard from our Descent 3 *coverage team in two months, and this was their final dispatch. Any information regarding their whereabouts would be appreciated.*

DR. GONZO'S COOKBOOK

Liquid Insanity

Our Resident Sugar Maniac's Favorite Concoctions Will Bring You to Your Knees

So-be Hurtin' Place one (1) package of Pop Rocks on your tongue, gulp down one (1) bottle Sobe Energy. Have a Twinkie chaser. Repeat if necessary.

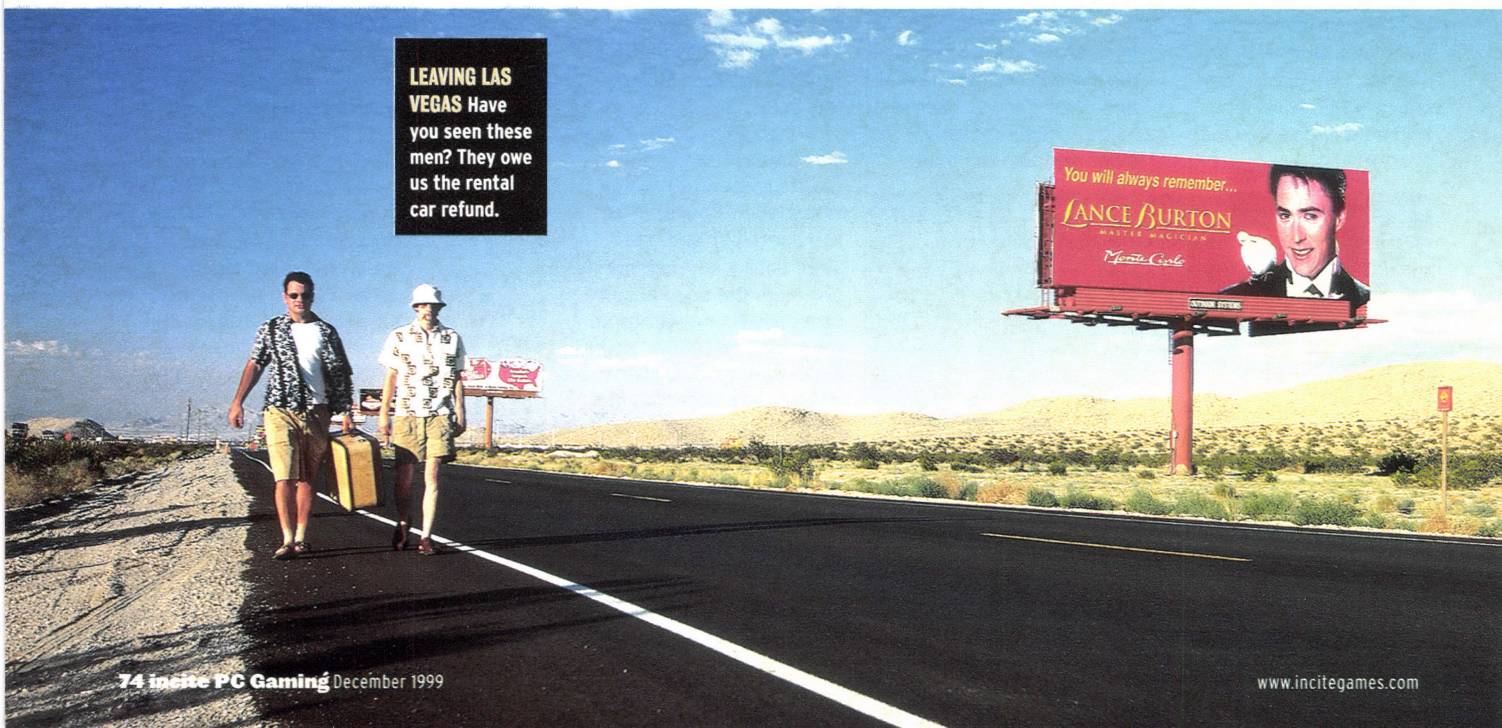
Fairy Dust Empty two (2) Pixie Stix into a bottle of Water Joe (if Water Joe isn't available in your area, replace with Jolt or Surge). Chug.

Kickstart My Tart Take one (1) Shock Tart (or Pop Tart if Shock Tart not available), slather with the innards of Oreo Double Stuff cookies, and place in microwave on high for 10 seconds. Wash down with a can of Jolt Cola.

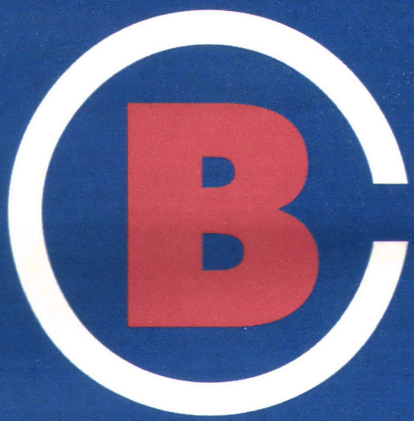
Hunka Burnin' Love Take one (1) Big Hunk bar, break into parts, and mix with one (1) bag of Milk Duds, one (1) bag of Butterfinger BBs, and two (2) boxes of Red Hots. Pour into bowl and serve. Optionally, place in freezer for one hour then serve.



1-2-MANY Chug down enough of Dr. Gonzo's recipes and the world gets a little wobbly.



LEAVING LAS VEGAS Have you seen these men? They owe us the rental car refund.



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The Internet Superstore

Holiday Buyer's Guide

The HOTTEST PRODUCTS for the coolest time of the year!

SONY PLAYSTATION





1

PlayStation

Developed exclusively for Sony Computer Entertainment, PlayStation's custom chip technology and high-speed parallel processing result in massive incremental power over previous video game systems. With a game library that extends well into the thousands, the PS is a great buy.



2

Memory card

Store up to 16 PlayStation games on this official PlayStation Memory Card.



3

Dual Shock Analog Controller

The Dual Shock Analog Controller creates a totally intense gaming experience where you'll feel the action come to life. With precision and awesome handling, the Dual Shock Analog Controller is as real as it gets.

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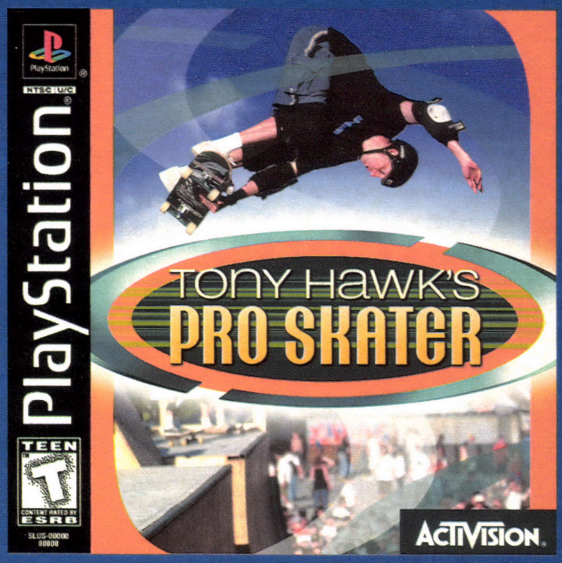


WCW Mayhem

Wrestle the biggest stars in sports entertainment in and out of the squared circle. Be one of 60 WCW superstar wrestlers including Goldberg and Sting (or create your own) as you battle your way through the ranks to the Championship Belt.

Tony Hawk's Pro Skater

Tear up the asphalt with the speed and agility of a seasoned pro in the ultimate skateboarding experience. Skate as champion Tony Hawk or one of 8 other big name skateboarders, all with their own signature style.





Tomorrow Never Dies

The newest James Bond adventure will test your nerves and push your skills to the limit. Master multiple game modes including shooting, skiing, and driving. Of course, you also get dozens of classic Bond weapons and gadgets to play with.



Test Drive 6

Test Drive 6 combines seamless, jaw-dropping graphics with completely new car handling to bring one of the most complete PlayStation racing experiences to life. Rocket through breathtaking interactive environments that feature breakable objects, unpredictable obstacles, and nerve-racking shortcuts.

Driver

You are a getaway driver for hire in the criminal underworld. Speed through the streets of real cities with working traffic systems, pedestrians, and motorists on the street and cops on patrol while you run your errands for gangsters.



Gran Turismo 2

The most advanced racing experience ever created is back, featuring beefed up graphics, game play, and much more. Gran Turismo 2 features over 400 authentic vehicles from world-class car manufacturers, spanning a wide range of generations and car models.



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Resident Evil 3

Join Jill Valentine, the survivor of the original Resident Evil, as her nightmare continues. Caught in a town crawling with flesh eating zombies, and a new nemesis, she must rely on cunning and brute force in order to escape alive.



Crash Team Racing

Race against characters from the Crash Bandicoot universe in this amazing game from Naughty Dog. Race against up to 3 friends or head off on the adventure game and battle your way through several missions.

Dino Crisis

Primal fear grabs you on this new journey into survival horror from the creators of Resident Evil and Resident Evil 2. The world's most renowned scientist has disappeared and you've been recruited to investigate on a mysterious, remote island.





Final Fantasy VIII

The latest installment in this classic series, Final Fantasy VIII surpasses its best-selling predecessor in every way. The graphics are more detailed and realistic with breathtaking visuals and fluid, motion-captured cinemas never before seen in any other type of game.



Spyro the Dragon 2

Play the continuing adventures of the little purple spitfire that could. He's growing up and he has to save the day once again. Take the spunky dragon on a quest to save the planet Avelar from the evil Ripto.



Pong

The original arcade classic is back in 3D. Play several variants of the original game on a soccer field, a hockey rink, a floating iceberg complete with penguins, and much more.

BUY.COM

GAME BOY COLOR



1

Game Boy Printer

Perfect for images you take with the Game Boy Camera. Some of the newer games also come with hidden images that you can print up as stickers on the Game Boy Printer.



Antz

Based on the hit animated movie, Antz puts you in the middle of the tiny action. As Z, you hold the fate of the entire colony in your hands and must stop the soldier antz from destroying the colony from within.



2

Game Boy Camera

Create cartoons, play DJ or put your own face in games with the Game Boy Camera. Store up to 30 shots in the Game Boy Camera's photo album, or stitch up to four pics together in Panorama Editor. With Montage Editor, you can place one picture inside another. Star in your own video game with a Game Face Animation.



Pokemon Yellow

The primary goal in Pokemon is to find, capture, and train various monsters, all in an effort to become the world's greatest Pokemon trainer. Choose from three "starter" monsters at the beginning to help you capture other monsters.



3

Game Boy Color

Game Boy Color is the latest addition to the world's most popular line of hand-held gaming systems. With 52 brilliant colors simultaneously displayed on the small portable screen, your games will look better than ever no matter where you play.



Gex 3

GEX makes a triumphant return in GEX 3: Deep Cover Gecko. As an international secret agent for hire, GEX's next mission is to find the beautiful Agent Xtra who has been kidnapped by GEX's arch nemesis, Rez.



Mario Golf

Mario is back again with more multiplayer fun, this time packaged into Mario Golf for the Game Boy Color. Players can choose from 17 different characters and 10 different modes of play.

B

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NINTENDO 64

1

Nintendo 64

The Nintendo 64, the home of Mario, Pokemon, and countless other hits. This special edition pack comes with a funky see-through purple controller. Get one while you still can.



2

Nintendo 64 Expansion Pak

A 4MB RAM cartridge that increases an N64's total RAM to 8MB allowing players to enjoy select titles using a "high resolution" option, allowing for larger worlds, bigger animation sequences, and more complex game play.



3

Nintendo 64 Controller

What good is having an N64 without buying an extra controller to beat a friend senseless? Stockpile on as many controllers as you can with four player games or just challenge a buddy to a round of Mario Kart 64.

4

N64 Rumble Pak

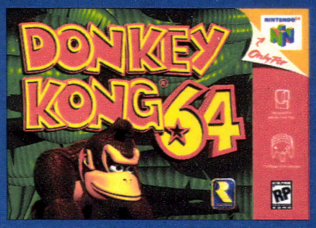
Feel the power of the N64 with the Rumble Pak, a device that physically responds to the action in some games. Connect the Rumble Pak to the N64 Controller, and it creates vibrations, depending on the actions on-screen. Powered by two AAA batteries (included), the unit delivers approximately 50-60 hours of rumbling action.

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Turok: Rage Wars

The ultimate deathmatch-style game for the Nintendo 64. Players will be able to fight it out with up to three friends in multiple deathmatch battles, cooperatively in teams, or go it alone in the single player mission-based mode.

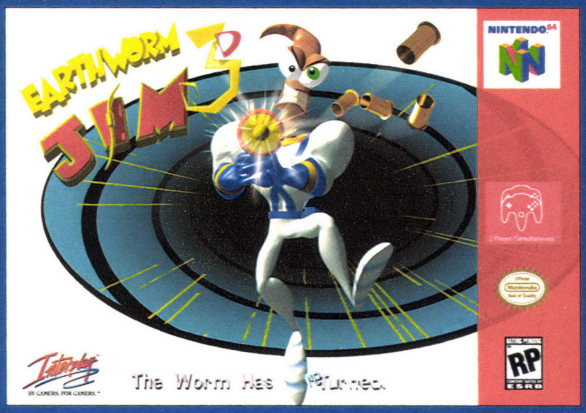




Donkey Kong 64

Donkey Kong and crew are back to travel through 8 expansive worlds in this gigantic new game from Rare. Players will be able to use each monkey's unique moves and abilities, over 100 in all, to help them explore these environments.



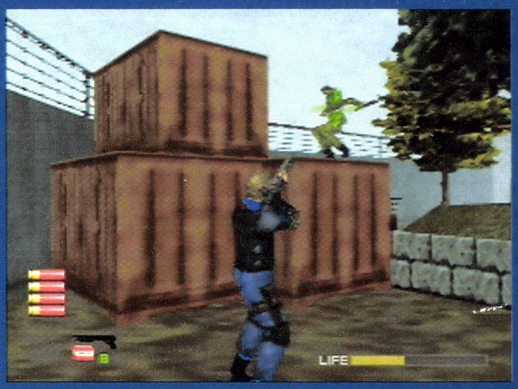


Earthworm Jim 3D

Join our slimy hero on his scariest adventure yet—into the deepest recesses of his own mind. When Jim gets knocked out in the real world, he has to literally fight his way back to consciousness by dealing with all the twisted thoughts in his head.

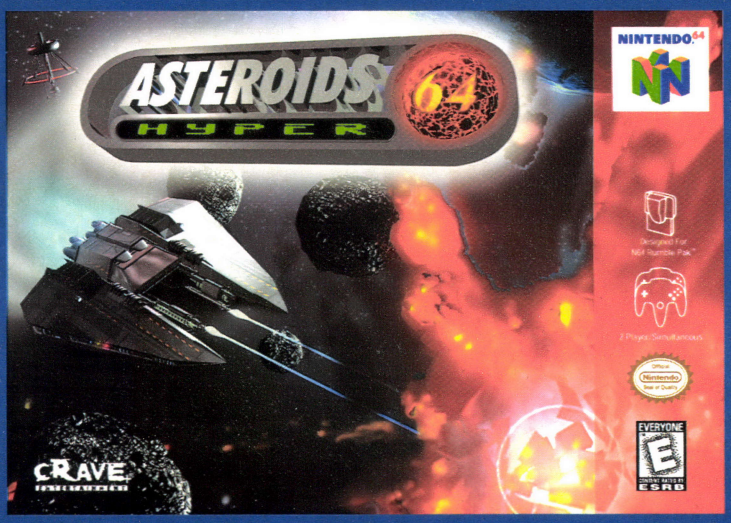
Jet Force Gemini

With the tyrant Mizar conquering new worlds by the day, interstellar war looms ever closer. The Jet Force Gemini team are all too aware of this - but their pleas for the authorities to send in reinforcements fall on deaf ears time and time again. With the borders of their own galactic jurisdiction breached and their Tribal allies enslaved, things are starting to get a little too personal...



Winback

After infiltating the complex with it's spies, a large terrorist group launched a full-Scale ground attack on the complex and has taken over the control center. It seems that several years ago, the country of belcrest was ripped apart by civil war, the result of mounting pressures.



Asteroids

An Asteroids game for the '90s, with 50 levels, updated graphics and several multiplayer modes. Players will be armed with newer weapons and will have to defeat a boss at the end of each level.

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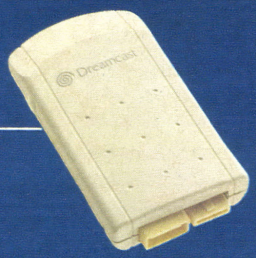
SEGA DREAMCAST



1

Dreamcast

Sega Dreamcast creates incredible living worlds, and its stunning 3D graphics will leave your jaw on the floor. Dreamcast will prepare you for an online revolution, taking the gaming experience far beyond the walls of your home.



2

Dreamcast Jump Pack

With its own built-in force feedback engine, the Jump Pack adds a whole new sensory experience to Sega Dreamcast games. Now you'll be able to actually feel those explosions, collisions, and crashes.



3

Starfire Light Blaster Gun

Blasting zombies and bad guys just isn't the same without a gun in your hands. With the Auto-Fire you can forget about aching fingers. The Auto-Reload eliminates any worries about emptying the clip in a firefight.



4

Dreamcast VMU

Much more than a memory card, the VMU lets you take parts of the game with you wherever you go. You can download game characters and train them, play games on it, and even plug into Naomi arcade games.



5

Concept 4 Racing Wheel

If the Concept 4 Racing Wheel is plugged into your controller port, you own the digital road. The heavy rubber wheel, metal shifters, and sturdy foot pedals bring the driving experience to your living room.



6

Dreamcast Controller

Designed to ergonomic perfection, the Dreamcast Controller nestles comfortably in the hand yet offers blazingly fast response.

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Slave Zero

Slave zero takes place several centuries in the future in an enormous, 7 mile-high mega-city, bustling with millions of people, cars and aircraft. Engage in intense, action-packed combat against enemies of all sizes and shapes.

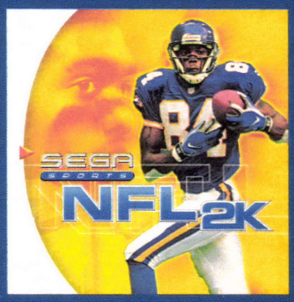


Soul Calibur

The demonic blade is reawakening and warriors chosen by destiny and history seek after it for their own reasons. Some believe it is the sword of salvation, some called it the ultimate weapon. Thus starts the next chapter of the history....

NFL 2000

Why watch the game on TV when you can be right there on the turf, delivering bullet passes and bone-crushing tackles along side the pros? Experience NFL-approved 3D football, created with playbooks designed by seasoned coaches and play-calling tendencies of real NFL teams.





Trickstyle

Race high above futuristic cityscapes on state of the art hover-boards. TrickStyle features an exceptional physics engine and state of the art character animations. TrickStyle's node-based track design allows for multiple routes through each of the courses, enhancing replay value.



Virtua Fighter 3tb

Look out -- Wham! Bam! And a full-body Slam! This Dreamcast version of Sega's revolutionary fighting game packs a one-two-three punch. Incredible 3D environments, fluid gameplay, and lifelike graphics enhance the smooth fighting moves you're used to in the mega-hit arcade original.

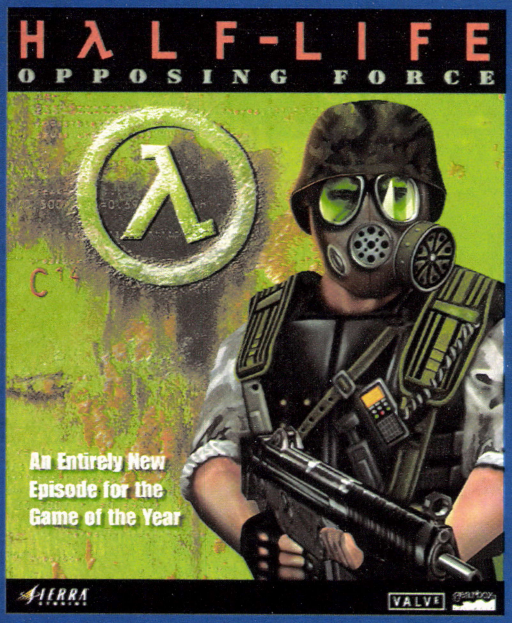
Sega Rally 2

Sega Rally 2 is one high-speed, off-road racing thrill-ride designed exclusively for Sega Dreamcast. It's a flawless arcade translation with 12 new gut-wrenching courses and 11 new kick-butt cars.



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PC SOFTWARE



Half-Life: Opposing Force

The official game expansion for Half-Life. In Opposing Force, players return to the Black Mesa Research Facility to experience an entirely new episode of single player action. In addition, the game also contains a massive collection of new multiplayer content.

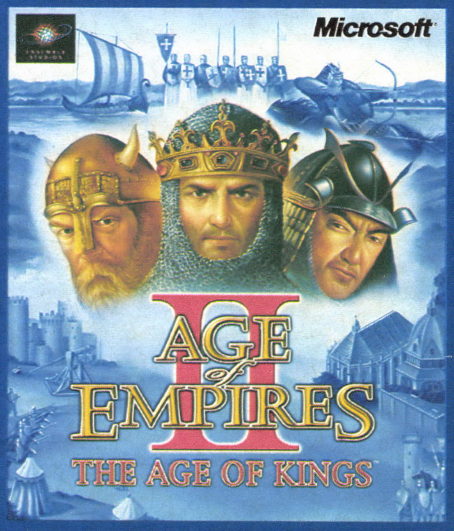


Theme Park World

Create your own theme park and take complete control over its design and operation, from the rides to the concession stands and beyond. For fun, hop on one of your trill rides to see what it's like, in 3D.

Age of Empires II

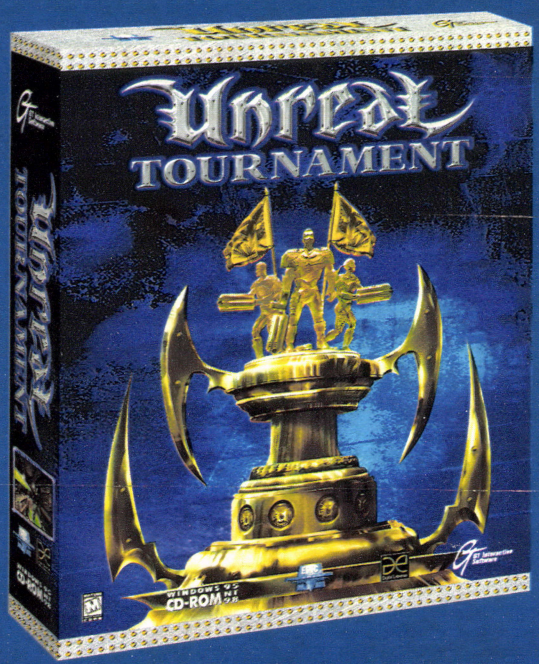
Rule from the Dark Ages to the late medieval period, in which players control the destiny of humankind from the fall of Rome through the Middle Ages. The game keeps the epic scope of Age of Empires' gameplay while evolving the combat, economic, trading and diplomacy features.



Toy Story 2

Rev up your twitch finger because the toys are back in town! And now they're starring in the fast, furious, and funny video game sequel. With animated scenes direct from the movie Toy Story 2, the game promises kids the kind of fun they've come to expect from a Disney feature.





Unreal Tournament

From the creators of Unreal comes Unreal Tournament, the ultimate in competitive gameplay. Unreal Tournament showcases an enhanced Unreal engine. The first tournament 3D shooter of its time includes over 30 unique levels – waterfronts, oil rigs, speeding trains, floating castles, pirate ships and much more.

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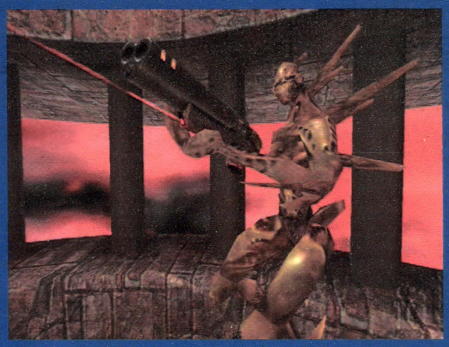
Prince of Persia 3D

The latest installment of the classic action title, Prince of Persia lands on your PC. Dive and swing across forbidden canyons, raging fires, razor sharp spikes, and swaying platforms. A fully 3D makeover, gorgeous vistas and enchanting music await!



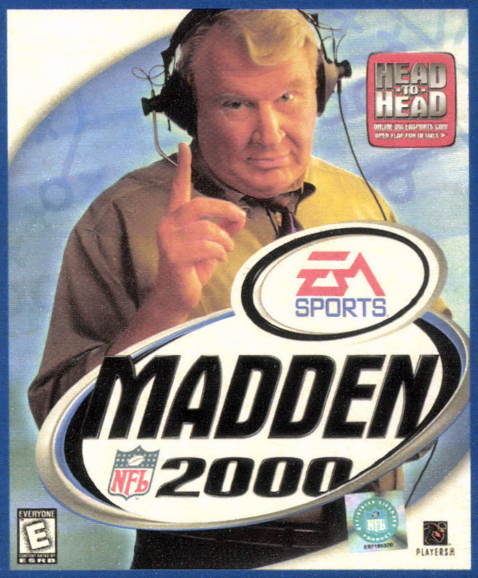
Giants: Citizen Kabuto

From the team that created MDK, Giants is the first game ever to combine the forces of all popular genres in the most frenzied and diverse multiplayer battle ever staged. Giants will take you to bizarre new worlds combining 3D action, incredible graphics, strategic thinking and twisted humor.



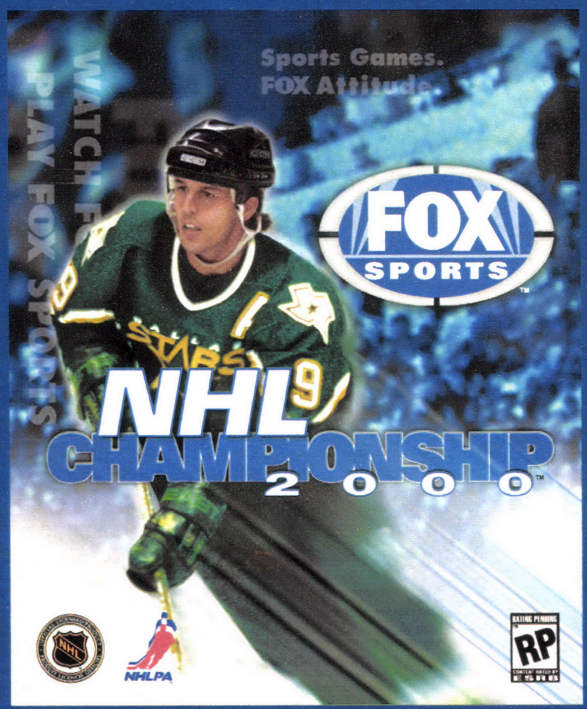
Quake III: Arena

Prepare yourself for the best deathmatch experience in the universe. Arena is made for online deathmatch only and offers the largest and most expansive set of levels for deathmatch in the history of gaming.



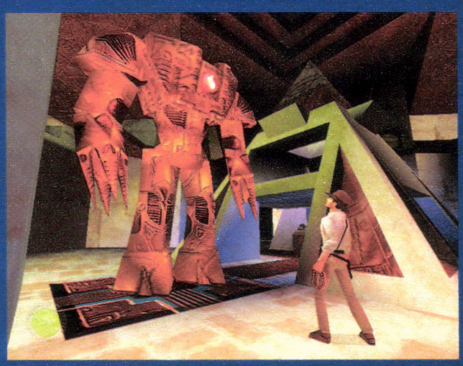
Madden 2000

With every new football season comes more options –and Madden 2000 isn't short on new ones. From an expanded Multiplayer Franchise mode (compete against your friends in up to 30 seasons), to a Player Editor and Situation Creator, this game goes deeper than a Hail Mary.



Indiana Jones & the Infernal Machine

A new real-time 3D action-adventure from LucasArts. Fraught with all the action and intrigue worthy of a classic Indiana Jones film, the game will lock players in a thrilling race around the globe to thwart the Soviets' frantic search for clues to the mysterious Infernal Machine.



NHL Championship 2000

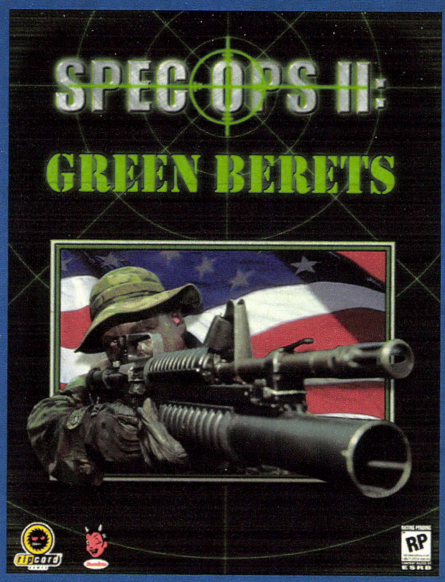
NHL 2000 puts you in control of the swiftest and strongest players on the ice. With big hits and sweet fakes that YOU control, NHL 2000 delivers non-stop hockey action from the first drop of the puck.

BUY.COM



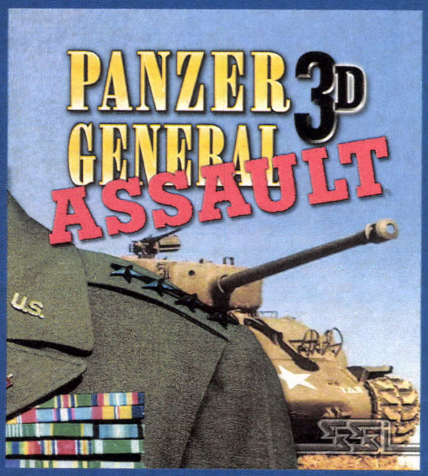
Battlezone II

Jump in and take command in a fight that spans six exotic worlds with diverse environments – from steaming, swampy jungles crawling with deadly creatures to rocky wastelands strewn with boiling lava pits to ruined cities half-buried in nuclear snow.



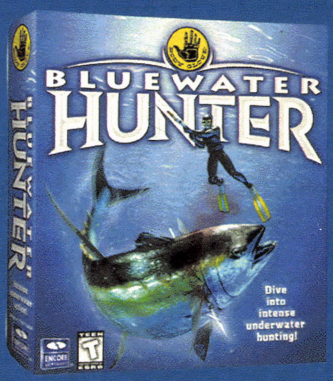
Spec Ops II: Green Berets

Travel to exotic Thailand for joint border patrol duty on a CODA operation with British SAS commandos, or explore the frigid reaches of Antarctica in search of a downed GPS satellite. Control up to 4 rangers on 30 new missions using real world military tactics.



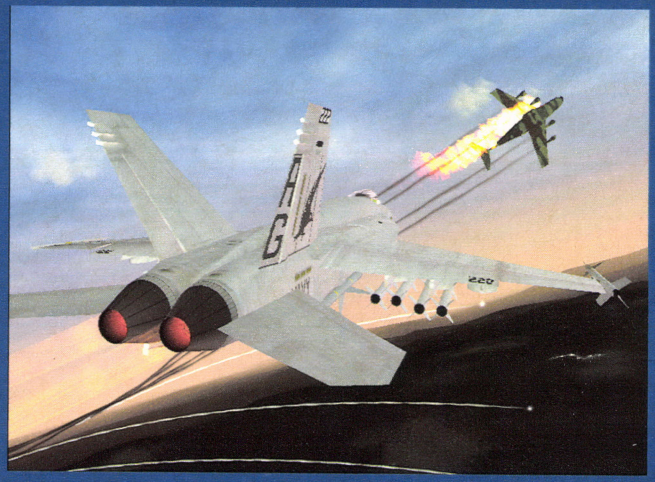
Panzer General 3D Assault

Forests burn and cities and airfields are reduced to rubble as you crush and conquer your enemies in stunning 3D. Your strategic command decisions will determine the power of your forces. Promote, dismiss, or reassign your commanders to build the most powerful units in all of WWII.



Body Glove Bluwater Hunter

Blue Water Hunter delivers the most exciting and challenging hunting simulation ever! You'll chase giant yellowfin tuna, wahoo, marlin, sea bass, and more in six world-class dives. Awesome photo-realistic environments, dangerous predators and real-life diving challenges will take your breath away!



Jane's F/A-18

Got the right stuff? Grab onto the throttle of the F/A-18E, the latest, deadliest addition to the US Navy's air arsenal. With breathtaking graphics and terrain you'll see everything from rolling oceans to shimmering metal on the fighters as you duck enemy fire and lock on for the kill.

BUY.COM

Metal Machine Music

How Fear Factory Became the Most Game-friendly Band in History

Industrial-metal band Fear Factory has loaned songs to games like *Messiah, Test Drive 5, Wing Commander 4: Prophecy,* and *Carmageddon.* They've even written original instrumentals for *Demolition Racer.* But according to drummer Raymond Herrera, this is only the beginning.

–By Paul Semel

You've had your music in more games than any band I know. How did that come about?
I've been playing games since I was six or seven years old. I had an Atari 800, a 2600, Colecovision, Intellivision, Sega Master System, Nintendo–all that stuff. I've always been into games, and I've always been into music, so a few years ago I figured, "Hey, why don't we try to get our music in video games?" I started going to trade shows like E3, and I'd pass out CDs. Eventually I starting getting calls back from companies like THQ and Accolade. The cool thing was that more than half of them were already fans of ours.

How do you decide which games you'll do music for?
Because I game a lot, I know which games we should be on. We try to get in games like the *Test Drive* series and *Demolition Racer*–games like that.

You also wrote some original instrumental tracks for *Demolition Racer.*
Yeah, and there's also four Fear Factory cars in the game as well. We really try to get in there. Like in *Test Drive 5,* there's a Fear Factory car in there, a hidden car. And we have one of our videos in there too, it's a hidden code. If you race all the tracks and win with our car, you get to see the video for "Replica."

If you race all the tracks and win with our car, you get to see the video for "Replica."

Have you ever written a song for a game, but then thought, "We have to keep this for ourselves"?
We wrote 12 songs for *Messiah.* We're like the only band on that game, and we're thinking of using one of the songs for a CD, actually. There's one we wrote for the menu page that came out really well.

Of all the games you've done music for, do you have a personal favorite?
Messiah–that game is amazing.

What kind of music do you listen to while you game?
I listen to everything, really. I actually enjoy techno-trance a lot. But one of the cool things about games nowadays is that you don't really need to listen to other music while you're playing because the music in the games is really good.

Ever thought about a career in the computer game industry?
There's actually this company called Yellow Belly in England that has hired me to do their testing and things like that. Which is really cool, because that's what I like to do anyway. I've done testing before. I got credit as a tester for *Test Drive 5,* and I also tested *Test Drive Off-Road 2.* Oh, and I have a video-game store on the Internet.

Really? What's the URL?
www.gamershaven.com. What's different about our game site is that if there's something that's hard to find, we'll find it. With all the people I know, I can pretty much find anything.

Have you ever thrown your PC out of a hotel room window?
No, I've never done that. I just cheat a lot.

Fear Factory's newest album is called Obsolete.



DON'T FEAR THE FACTORY The guys in Fear Factory are gamers from way back in the days when Atari and Intellivision ruled. Drummer Raymond Herrera (far right) is the driving force behind the band's gaming presence.

Hello Class, This Is Two Timing 101

Learn How to Game Every Day and Night *and* Keep Your Girl Happy to Boot

Here are some tips on keeping the little lady pacified while you indulge your *other* passion.

–By William O'Neal

Philandering isn't easy. Sure, you love your better half and everything; but variety *is* the spice of life. This is why, in those dark hours, you like to cuddle up to that side action that you hold so dear: the computer gaming jones.

We tracked down Dr. Drew Pinksy from MTV's popular relationship advice show *Loveline* and picked his brain for some tips on juggling your two loves. We also translated his answers into real-world language so you can actually understand them.



ILLUSTRATION BY NEAL TAYLOR

Learn to Juggle

Dr. Drew: Men need to realize that they have to work hard to maintain balance in their relationships.
Translation: Don't spend every waking hour playing games while the old lady sits on the couch fantasizing about romantic trysts with Ed Burns.

Verbal and Non-verbal Cues: Read 'em or Weep

Dr. Drew: For men, the most important thing is to pay attention. If she's complaining, it's not trivial. If she says something, really listen.
Translation: If she's huffing and puffing, save the game and pull a preemptive cuddling strike.

Get a Clue, Dork

Dr. Drew: Men are inept at knowing what relationships need. Women, on the other hand, are pretty good at it.
Translation: Sure, you know games, cars, and sports, but you don't know jack about relationships. Learn this mantra and use it often: "Yes, dear."

Can You Chew Gum and Walk? Then You Can Play *Madden* and Talk

Dr. Drew: A common symptom in American relationships is a detached male and a frustrated female. Men must pay attention.
Translation: If there's one thing that women hate, it's when guys multitask. Thats why you have to be very, very good at it. You know how Sunshine always waits for the best part of the game to start telling you about her best friend's new haircut? And you try your best to say "Uh huh" at the right times without messing up Eddie George's 40-yard run? If you can't multitask really well, you'll come off looking like an indolent weasel–and you'll be killed. If you *can* multitask well, she'll never even realize that you have no idea what she just said. Whoo hoo! Back to the game!

The way to download.

So, there's this new way of listening to music. EMusic.com. A new site with thousands of MP3 downloadable music choices. Where you can sample and download alternative, rock, hip hop, jazz, blues and more. By the song or the album. Artists you've heard of, the coolest indie labels, new things to discover. All for less than the cost of a CD. EMusic.com is downloadable music. Created by people who know and love music as much as you do.



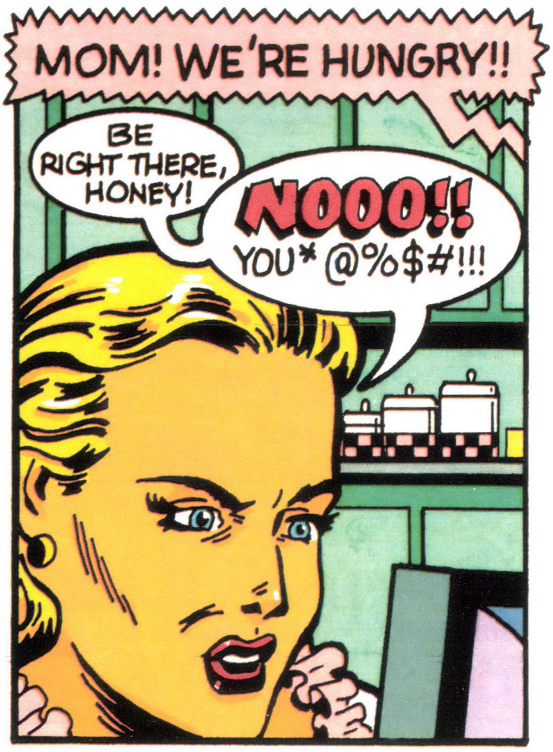
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NEVER BUST IN MY OFFICE, SMITH!! I WAS ALMOST 27TH LEVEL!!!
ARGHH!!
"PRINCESS BEAUTIFICA" MAKES ANOTHER FRIEND...
HI THERE BIG BOY- WANNA SLAY MY DRAGON?
ON
www.incitegames.com







ILLUSTRATIONS WRITTEN BY J. VALLINA, DRAWN BY G. TOOMER

BY NIKKI DOUGLAS AND TASOS KAIAFAS

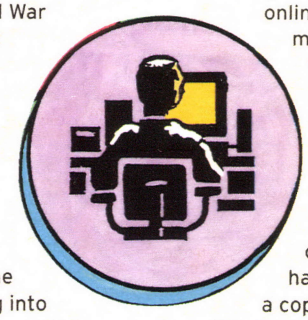
LINE Adventures

WITH YOUR GUIDE LAG SERVER!

The Internet used to be merely a haven for boys playing *Quake* DeathMatch–well, no more. Online gaming is now open to everyone, from housewives to your average Joe.

We love you, San Francisco!" shouts Neil Christmas, lead singer for industrial metal band Cannibal Buffett and dedicated *EverQuest* player. After the show, Neil sneaks off to the dressing room to find the only available phone jack. Still panting and sweating from his thrashing performance, he hastily plugs in his laptop to play *EverQuest* for a couple hours before the van leaves for the next city. He logs on as Katrine, a dark elf shadowknight princess. Why would an industrial rocker with "hate" tattooed on one hand and "love" on the other play as a princess? "Because I can," he answers.

Thousands of people from all walks of life are connecting to the Internet, but not just to read the news or get the latest sports scores. They're also logging on to game servers to role-play as warriors and princesses, to socialize over games of *Checkers* and *Spades*, to fly World War II planes—to live out their fantasies.



Online gaming is more popular now than ever before. People who were previously not interested in playing games on their home PCs are now getting into online gaming for the social aspects of it.

And the games are massive. Imagine a football stadium full of people, all of them playing in the same computer game. Over 250,000 people have registered to play *EverQuest*, an online role-playing game, and you can find 40,000 of them playing on any given night. Every month, more than 130,000 people pay to play *Ultima Online*, another role-playing game.

And the average length of play is amazing: 19 hours a week on average. Twenty percent of online gamers play for more than 55 hours a week. All this online fun isn't cheap, either: Each game costs about $10 per month (although there are multi-month package deals), but you first have to pay $40 to buy a copy of *EverQuest* or $20 for a copy of *Ultima Online*.

But gaming sites are not just about playing games. Web sites like The Zone and WON.net are also online communities where people go to chat about games and to play in tournaments, sometimes for prizes. John Riccitiello, COO of Electronic Arts, says: "We'll provide the game environment that makes up the community that makes gaming really fun."

At Microsoft's MSN Gaming Zone, 30,000 people gather daily to play *Asheron's Call* (Microsoft's answer to *EverQuest*), *Age of Empires* (a historical strategy game), and *Tom Clancy's Rainbow Six* (a special ops action game) for free.

But surprisingly, the most popular games on the Internet are the free card and board games.

PEOPLE WHO PLAY ONLINE CARD AND BOARD GAMES:

Average age: 36

54% female

PEOPLE WHO PLAY ONLINE ACTION GAMES:

Average age: 24

76% male

PEOPLE WHO PLAY ONLINE RPGS:

Average age: 26

58% male

Source: WON.net and Mplayer.com

...THAT'LL TEACH YA—NEWBIE!





Online ETIQUETTE

Letting people know you're a "newbie" online can be like swimming in a shark tank with an open wound. Here are a few do's and don'ts to keep in mind.

STOP SHOUTING!
Don't type a message in ALL CAPS. It means you're yelling.

BOB THE GREAT?
Do choose an appropriate name for the game. Playing as "Player" or "CoolGuy87" is the same as wearing a "Kill me, please" sign.

I'M SO SAD
Don't talk about your personal problems. No one cares.

YOU SUCK!
Do talk trash, especially in first-person shooters.

SHUT UP!
Don't keep chatting with someone while playing if they're not responding. They probably don't feel like talking.

PLEASE, DON'T HURT ME
Don't ask people to go easy on you in a deathmatch. They won't.

FRIENDLY FIRE
Do know your team color and **don't** shoot your teammates.

STUPID LUCK
Don't claim "I'm new at this" if you keep winning at backgammon.

SLOWPOKE
Do brag about your fast Internet connection if you want people to hate you.

MOMMY!
Don't shout, "Mom, are you in here?" in a room full of spades players. Just about everyone in the game will answer.

EAT IT, PIXIE
Don't be a player-killer (PK) in non-deathmatch-style games.

"European Air War's outstanding gameplay and wealth of features make it the current leader of the WWII simulation crop."
-PC Gamer, 89%, Editor's Choice Award





"European Air War succeeds at providing the experience that makes arm-chair fighter pilots believe they're truly leaving their mundane surroundings behind"
-Gamespot

"This World War II simulation captured the feeling of being in a living, unpredictable combat environment better than any other sim released this past year"
-Computer Gaming World, 4 stars

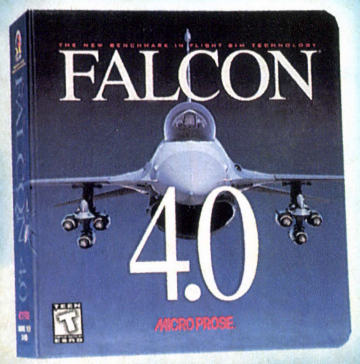
"The care and attention to detail that went into every aspect of European Air War, from the hefty manual to the bomber nose art, represents a serious achievement"
-CNET GameCenter

RACKING UP THE KILLS!

"Bottom line: this sets the new standard in flight sims"
-Washington Post

"No previous sim covers so many different weapons and so many tasks in detail... it's all here and it's all beautifully executed"
-PC Gamer, 95%, Editor's Choice Award

"Falcon 4.0 is an incredibly detailed simulation that in many ways exceeds training systems in military use."
-Computer Gaming World



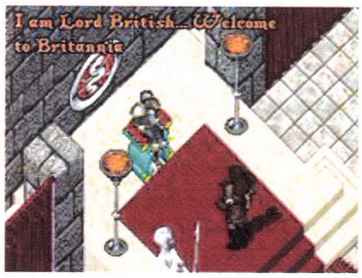


"Falcon 4.0 is the deepest, most complex air combat sim yet... The campaign also creates the greatest sense of playing a small but important part of a huge battle"
-PC Gamer

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WELCOME WAGON Most people you meet online are nice, like this Mr. British.

Online games are massive. Imagine a football stadium full of people, all of them playing in the SAME COMPUTER GAME.

Spades draws up to 6,000 people on some weekend nights.

"Classic games encompass more than 25 percent of the market," says Scott Fasser, WON.net's (World Opponent Network) product manager.

Death to Off-line Gaming?

Will online gaming take patrons away from the bars and coffee houses of the world? Will Grandma start playing bridge online to avoid having to make sandwiches for the local club? Probably not. As much fun as it is to people to play online games with people from all over the world, most people still need to sit face-to-face with somebody else and share a laugh.

Besides, how do you know that sweet-sounding "Wanda" sitting across from you at the virtual card table isn't really Jimbo, an overweight, unemployed, beer-swilling loser?



BUCKLE UP! PUT THE KIDS TO BED, TURN OUT THE LIGHTS, AND LET'S GAME!

Here is a sampling of the online games out there. There are many different genres and types, so chances are you'll find one that's right for you!

ASHERON'S CALL

Where: MSN's The Zone www.zone.com/asheronscall/
Cost: $9.95 per month, unlimited access, up to five original characters
Start-up: $49.99 at retail
Genre: Online multiplayer role-playing game
Newbie-friendly? Yes. Very accessible, intuitive interface, no learning curve, out of the box and playing within 5 minutes.
Game Highlights: Original monsters and storyline, allegiance system, higher level players court new players
Incite Sez: The perfect online RPG for gamers who've never RPG'ed before.

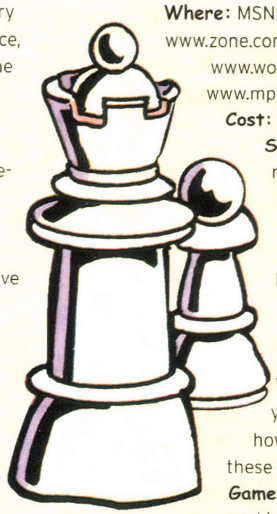
YOU DON'T KNOW JACK

Where: Won.net www.won.net/gamerooms/bezerk/
Cost: Free
Start-up: Download the player module from the site, game changes weekly
Genre: Online trivia game
Newbie-friendly? Yes. Totally ready to play in two minutes. Just listen to the directions.
Game Highlights: Sardonic sense of humor, interesting questions
Incite Sez: Even better than the retail version, you can win prizes and money and it's constantly updated.

EVERQUEST

Where: From game sign-on screen at www.everquest.com
Cost: $9.89 per month, unlimited access, first month free
Start-up: $39.99 at retail
Genre: Online multiplayer role-playing game
Newbie-friendly? No. Game is very difficult, takes hours of play to get characters to higher levels.
Game Highlights: Lots of depth, vast worlds to explore, thousands of people can be found playing at any time of day or night.
Incite Sez: The most popular online RPG for gamers who have lots of time to spare.

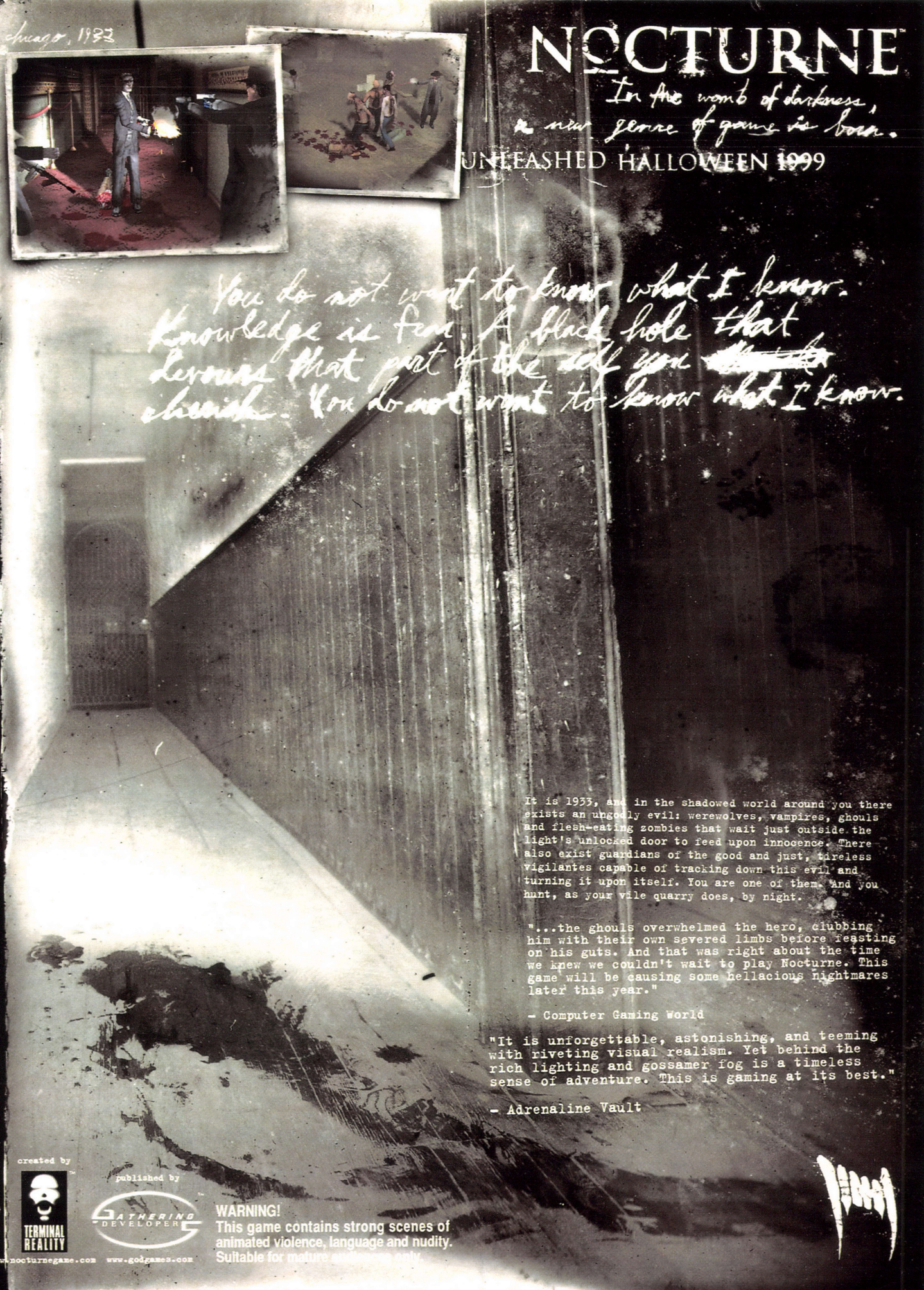
CARD GAMES, BOARD GAMES, WORD GAMES



Where: MSN's The Zone, www.zone.com; WON.net, www.won.net; MPLAYER, www.mplayer.com
Cost: Free
Start-up: Some need files to be downloaded, others can be played right from you Internet browser
Genre: Classic games
Newbie-friendly? Yes. Chances are you already know how to play most of these games.
Game Highlights: Player rankings, tournaments, people playing from all over the world 24 hours per day.
Incite Sez: If you love to play card and board games but have trouble finding opponents, you'll have no problems online.

QUAKE II, HALF-LIFE, UNREAL TOURNAMENT

Where: Heat.Net, www.heat.net, or any dedicated server Web site
Cost: Free
Start-up: Buy retail game, download Heat. Net interface software
Genre: First-person action games
Newbie-friendly? No. You'll get your butt kicked, but it's the only way to learn how to play
Game Highlights: Blood, gore, ultra-violence and the camaraderie that goes with it
Incite Sez: This game genre is really bloody and violent, so it's not for children, but what adult doesn't get the warm fuzzies after fragging the hell out of his friends?



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IF ONLY I COULD GET...
CONNECTED!
ISP
DON'T WORRY, FRIEND! IT'S EASY!
WOW, YOU'RE RIGHT! IT IS EASY!!!



HOOKING UP ISN'T THAT HARD

If only getting a game set up for online was easy...wait a second, it is!

GETTING CONNECTED

We're assuming that you're already shelling out $20 a month for an Internet Service Provider (ISP). The ISP is your gateway to the Internet and to online games. But online games usually require faster than normal connection speeds for better game performance.

Think of your connection as a pipe in your house. The smaller the pipe, the less water gets to you. If you're using a slow modem and an ISP crammed with other users, your pipe is narrow. If you sink the extra money into something like a Digital Subscriber Line (DSL)—the fastest connection through a normal home phone line—you get a huge pipe that allows information to gush to your computer.

"Hops" are the other connection speed killer. What are hops, you may ask? Well, data never travels directly from your computer to the game server and back again. When you fire a gun in an action game, that data hops through numerous connection points to get to the game server, then to your opponent, and finally, back to you. This delayed exchange is called "lag," the bane of all online games.

WHERE'S THE PARTY?

Sometimes a poor connection is caused by the gamer server. A game server could be a service like Heat.Net, an ISP like AOL, or your neighbor's computer. Think of the game server as the host of a party. A good host should have enough room for thousands of gamers to play comfortably by providing a fast Internet connection and a really powerful computer.

HOOKING UP!

To hook up to a game server, you can go to the server's Internet site and follow the instructions. Also, many games now let you connect directly from within the game. Hook up, log on, and have fun!

How Does a Klingon Feel at the Helm of a Capital Ship?

With more than 2 years of development refinement, Star Trek: Klingon Academy provides the most realistic capital ship experience available.

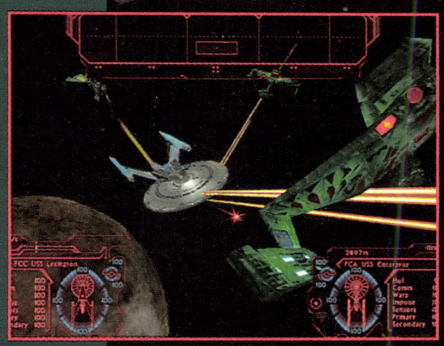
- *As a Klingon, expect run-ins with competing races, both traditional and original to Klingon Academy. You may even have the pleasure of destroying the Enterprise itself.*
- *Experience the first true use of 3D space terrain providing rich mission variety throughout the single-player campaign.*

It's all here. It's all new. It's all Star Trek.

- *Ships move and feel like true capital ships – not fighters.*
- *Quality of ship's crew affects the performance of your warship and improves with experience.*
- *Fire weapons simultaneously across multiple firing arcs.*
- *20 weapon systems.*
- *Multiplayer mode (IPX, TCP/IP)*



Command your warship with skill and daring; or you'll find yourself caught defenseless in the Tholian Web.



Control multiple firing arcs with the gunnery chair interface. Order boarding parties to capture enemy ships.



Fight in dense nebulae clouds, maneuver through asteroid belts, battle within the accretion disk of a black hole and more.

Get the guide General Chang gives his cadets to turn them into Klingon warriors! Available at bookstores, software stores and online.

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STAR TREK®

KLINGON ACADEMY™

"This game looked hot, and is easily the best looking space combat game we have seen on the PC to date."
- GameFan Online.



Featuring Christopher Plummer as General Chang and David Warner as Chancellor Gorkon, reprising their roles from Star Trek® VI: The Undiscovered Country.™



A new race in the Star Trek® universe! Fight the Sha' Kurians wherever the battle leads you.



Over 40 ships are exclusive to Star Trek® Klingon Academy™ and are brand new to the Star Trek® universe.

RATING PENDING RP

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IT'S OFFICIAL: Lara Croft is a bona fide legend, an indelible tattoo on the biceps of '90s pop culture. There are Lara T-Shirts. Watches. Posters. A coffee table book. A movie deal. Can the collaborative album with Babyface be far behind?

BY GARY ENG WALK

Lara Croft Returns to Her Roots in the Fourth Installment of TOMB RAIDER

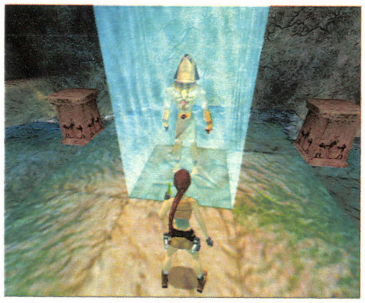


CHEEKY DEVIL! The real-life Lara (model Lara Weller) looks even better than the pixellated version.

And, Oh Yeah,...



LOOK MA, NO PIXELS Lara has a decidedly smooth look this time around.



ENERGIZE ME Lara stumbles upon this mummy guy trapped in pure energy. Whoa.



FAKED? There are rumors that they're not real. They look like real guns to us.

...SHE'S THE STAR of a computer game called *Tomb Raider*. These days, this fact is secondary to the buxom cyber-vixen, though. Lara has become the first game character to grow bigger than the game that spawned her. Fans are far more likely to gossip about who'll play her in the live-action film than speculate on the next *Tomb Raider* CD-ROM, which, by the way, is called *The Last Revelation*.

This dilemma poses huge problems for Eidos and the game's designer, Core Design, who must ignite a buzz about a fourth installment in the series that gamers may not care about anymore.

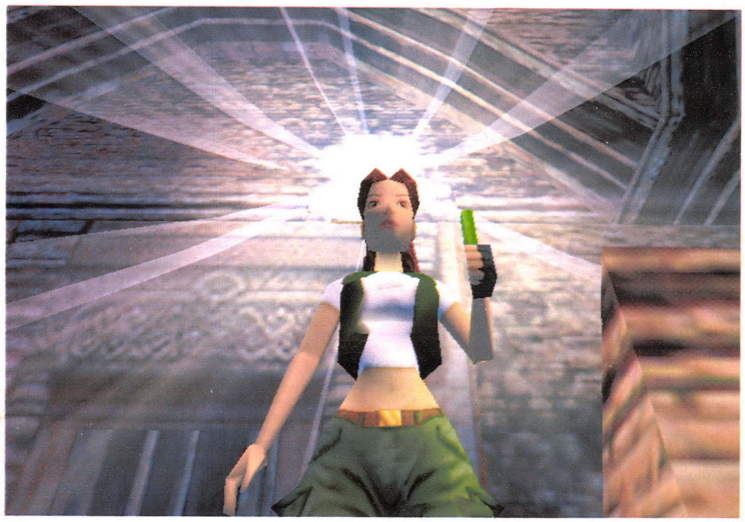
"That's one of the things that we're trying to address—trying to keep [the sequel] interesting," says Producer Mike Schmitt. "The most important thing about the *[Tomb Raider]* franchise is still the game. That's the bottom line."

To ensure the survival and integrity of the franchise, Eidos is returning to the basics of the original *Tomb Raider*. "We're trying to get back the feel of the first game," Schmitt says. "*Tomb Raider II* and *III* got a little bit away from the spirit of the first one."

There's an understatement: In *Tomb Raider III*, Lara strayed away from tombs, making tracks for places like Antarctica, the canals of Venice, and Area 51 instead. The good news is that *Last Revelation* firmly plants the heroine in the musty confines of Egypt, where Lara finally returns to raiding tombs. "The entire game takes place in Egypt. [This] allows us to focus a lot more on the game, the gameplay, and most of all, the story," explains Adrian Smith, Core's director of operations.

The good news is that Lara finally returns to raiding tombs.

The streamlined story, far more straightforward than the last two, unfolds when Lara breaks into a tomb and opens up a Pandora's Box of trouble by inadvertently releasing the soul of an evil Egypt-



JOLLY RANCHER RAIDER Who would've thought that Lara would find a spare Green Apple Jolly Rancher in a 5,000-year-old Egyptian tomb?



The Young Lara >>

–Excerpt from Eidos' official biography of the Young Lara Croft.

The daughter of Lord Henshingley Croft, Lara was brought up in the secure world of aristocracy–wanting for nothing she was surrounded by servants, social events and high society.

Having attended Wimbledon High School for Girls from the age of 11 years, Lara's parents decided that since she was 16, she should broaden her education by studying for her A levels at one of England's most prominent boarding schools.

An adventurous soul, Lara found the idea of being sent away from home an exciting prospect. With the summer vacation stretching far out in front of her, school seemed a million miles away.

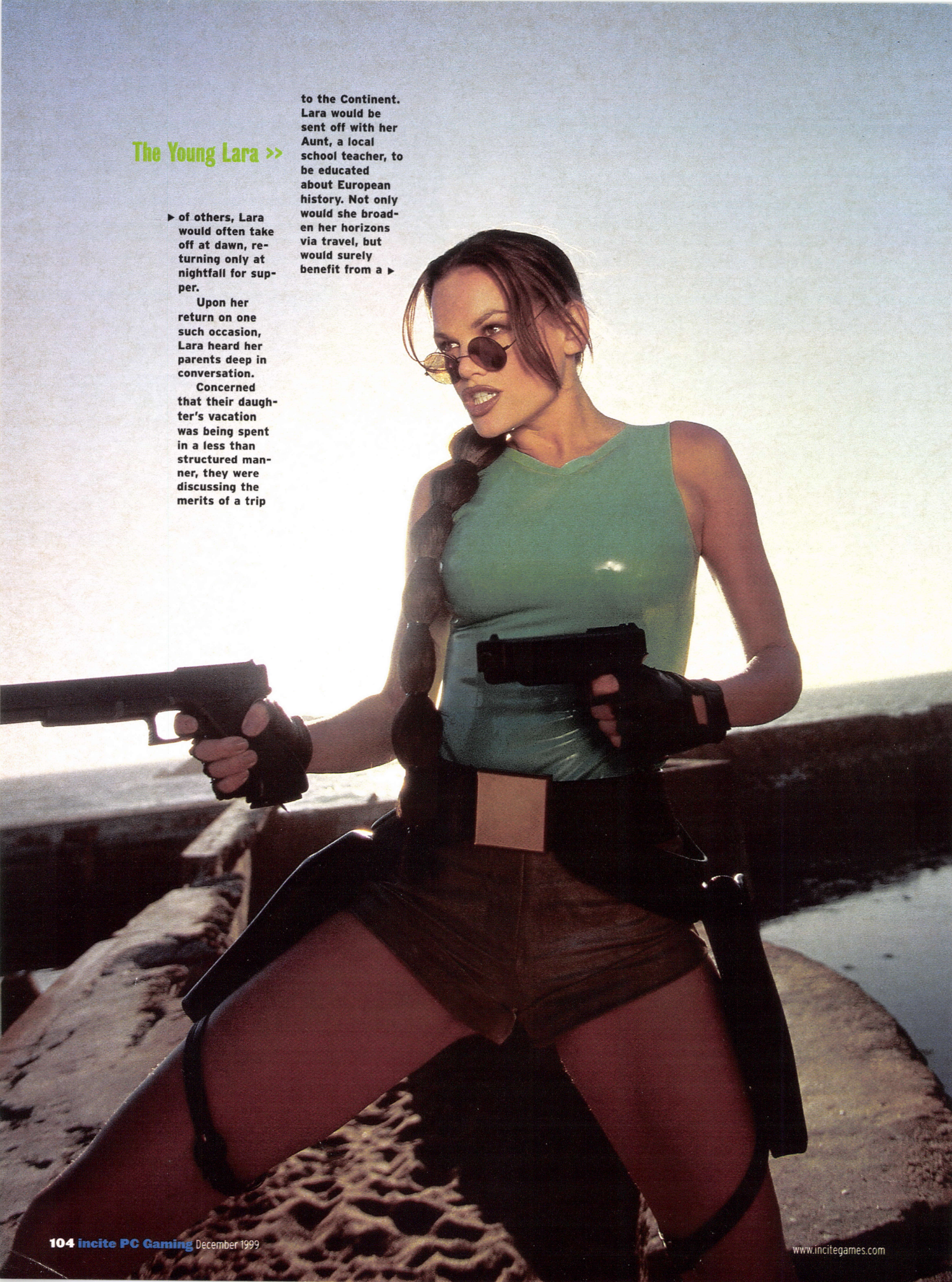
Idyllic days were spent riding, swimming, building tree-houses, and exploring the full extent of the Croft estate... and beyond. Preferring her own company to that ▸

The Young Lara >>

of others, Lara would often take off at dawn, returning only at nightfall for supper.

Upon her return on one such occasion, Lara heard her parents deep in conversation.

Concerned that their daughter's vacation was being spent in a less than structured manner, they were discussing the merits of a trip to the Continent. Lara would be sent off with her Aunt, a local school teacher, to be educated about European history. Not only would she broaden her horizons via travel, but would surely benefit from a





ian god. She spends the rest of the game trying to figure out how to correct her mistake and return the spirit back to its resting place.

Thankfully, this is as complicated as the storyline gets. Well, almost: Eidos has folded the training exercise—a fixture in all three previous games—into an initial flashback level. Players learn how to perform all of Lara's old and new tricks, but this time around, they're in control of a 16-year-old Lara. Revelations about her past emerge here—including details about the mentor who instructs her in the flashback. Somewhere along the line this mentor turns evil and resurfaces later on in the game as Lara's arch-nemesis.

Eidos' back-to-the-basics mentality also includes a concerted effort to make *Last Revelation* accessible to the few gamers who haven't played *Tomb Raider* before. For starters, it'll be a lot easier to get through the game.

According to Schmitt, "We're trying to address the difficulty level. *Tomb Raider III* was really tough. People didn't seem to know what to do at all in some of the levels. We're trying to make it a bit more linear, more straightforward, like the first game.

"There's still puzzle solving and exploring involved, just not as much backtracking to the point where you're stuck. We're getting rid of puzzles that involve super-precise controlled movements that only a master could pull off."

This time around, players are in control of a 16-year-old Lara.

Producers are also trying to incorporate a diary feature, which would provide struggling players with hints about the game's myriad of puzzles and traps.



TO THE POINT Lara in a very touchy situation. One false step and...mega-ouch.



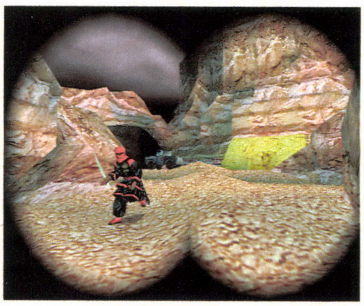
OUT ON GREEN RIVER Lara considers taking a dip. No, you lecherous sickos, she does *not* get naked.



RUN LARA RUN This looks like bad news for Ms. Croft. Will she make it out alive? Our bet is yes.

Most puzzling about previous versions was how little PC and PlayStation flavors differed in the graphics department, despite the PC's technological superiority. This time, expect noticeably sharper graphics in the PC version of the game, which Schmitt promises will take advantage of the PC's strengths. "The PlayStation version has held back the PC version in the last couple of years. For this one we're putting in some PC features that the PlayStation just can't do. Objects will have reflective surfaces. Textures on the walls will be better. The programmers have also rewritten their room editor to allow for spotlighting. They can light a room from multiple points now. We want to make sure that the PC version, when it comes out, looks equivalent to other top-tier PC games."

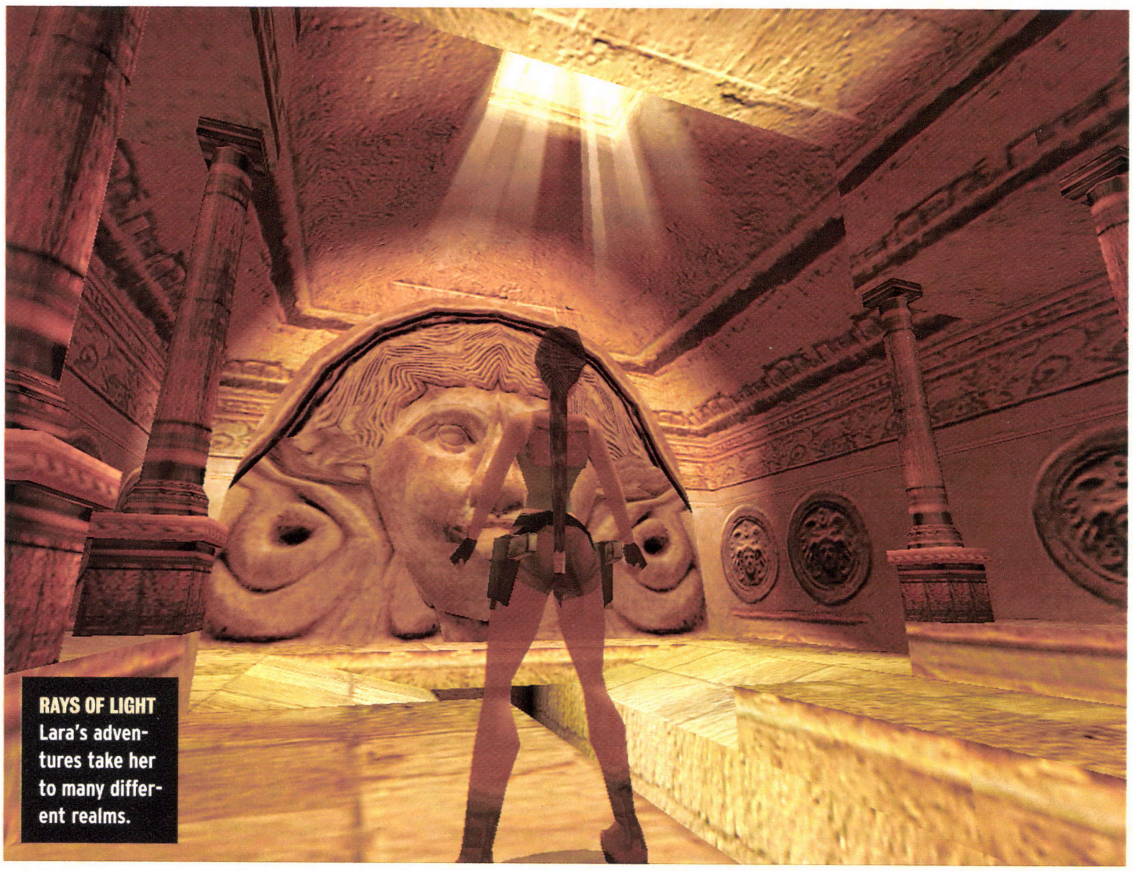
But enough about the backgrounds: What about Ms. Croft herself? Using something called "single-skin technology"—a technique that applies a graphical skin over all of her joints—programmers have been able to smooth over some of Lara's rough edges (like she had any), making her more lifelike. Dozens of new character animations also improve the character's realism.



SPY CAM Lara uses a rare first-person perspective to show the binoculars view.

In the simple act of opening a door, for example, Lara might abruptly kick it in or gently push it open. In addition to shimmying up, down, and across ledges, she'll be able to climb poles and swing across platforms using ropes. Sure to be lamented by Lara admirers, her wardrobe won't resemble the fashion show seen in previous

Programmers have been able to smooth over some of Lara's rough edges (like she had any).



RAYS OF LIGHT Lara's adventures take her to many different realms.



The Young Lara >>

▶ first-hand experience of the Continent's main sites of historical interest.

Whilst Lara felt excitement at the prospect of foreign travel, the thought of being accompanied by her stuffy Aunt soon deadened her interest. The idea of being chaperoned, lectured and disciplined 24 hours a day filled her with horror.

As she lingered by the door, Lara glanced at the ▶



The Young Lara >>

copy of *National Geographic* on the hall table. The cover featured a familiar name–Professor Werner Von Croy.

A respected archaeologist, Von Croy had once lectured at Lara's school to pupils and parents alike. The experience had a profound effect on Lara, triggering a desire for travel to remote locations in search of adventure.

As Lara read further, she learned that Von

IT'S ON THE CD!
The **DEMO** and **VIDEO** are on the *incite* CD-ROM!

games: there will be no wetsuits and no winter jackets—just the stock tank top and shorts.

There will be fewer gun-toting human enemies and more bad guys that you would expect to see in Egyptian tombs, namely animated statues and skeletons.

Thanks to improved AI, these creatures not only walk like Egyptians, but also chase after you, even after you leave a room. Another tweak involves inventory management. Players will be able to combine certain weapons and objects to help themselves. For example, you can add a laser scope to your revolver for greater accuracy.

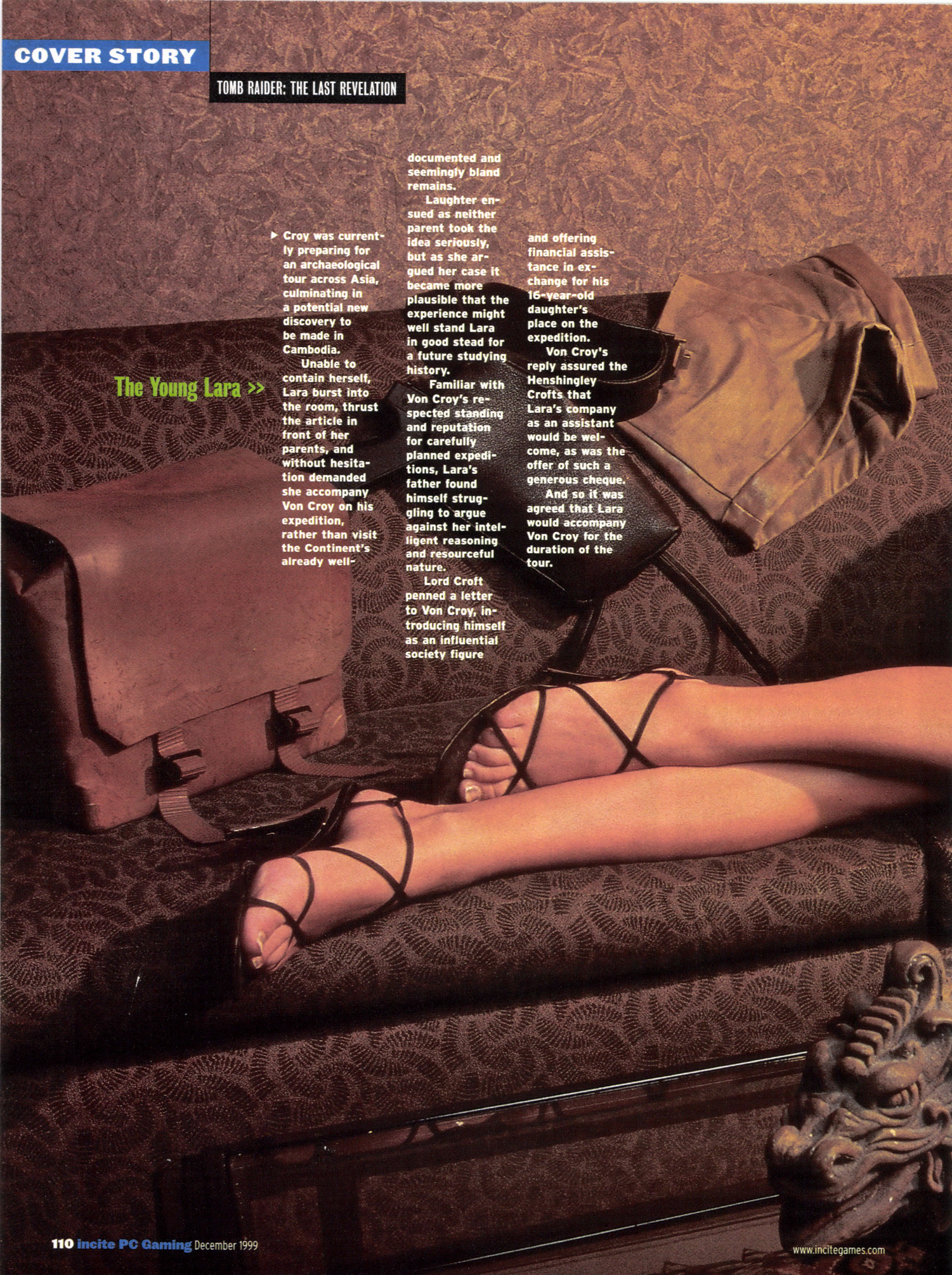
Gamers waiting for a radically new Lara Croft adventure will probably be disappointed with the latest Lara. These people will have to wait until more powerful technology—perhaps PlayStation 2 or some supercharged Voodoo 3D card—becomes available. Still, the fourth *Tomb Raider* is no pushover. It may have just enough innovations and enhancements to satisfy even the most jaded, finicky Lara follower. Now wouldn't *that* be a revelation?



TIGHT SHORTS Lara's outfits are no less revealing, to many teenage gamers' relief.



DINE 'N' DASH Here we see Lara after she skipped out on the check at Cafe Skeleton.



The Young Lara >>

Croy was currently preparing for an archaeological tour across Asia, culminating in a potential new discovery to be made in Cambodia.

Unable to contain herself, Lara burst into the room, thrust the article in front of her parents, and without hesitation demanded she accompany Von Croy on his expedition, rather than visit the Continent's already well-documented and seemingly bland remains.

Laughter ensued as neither parent took the idea seriously, but as she argued her case it became more plausible that the experience might well stand Lara in good stead for a future studying history.

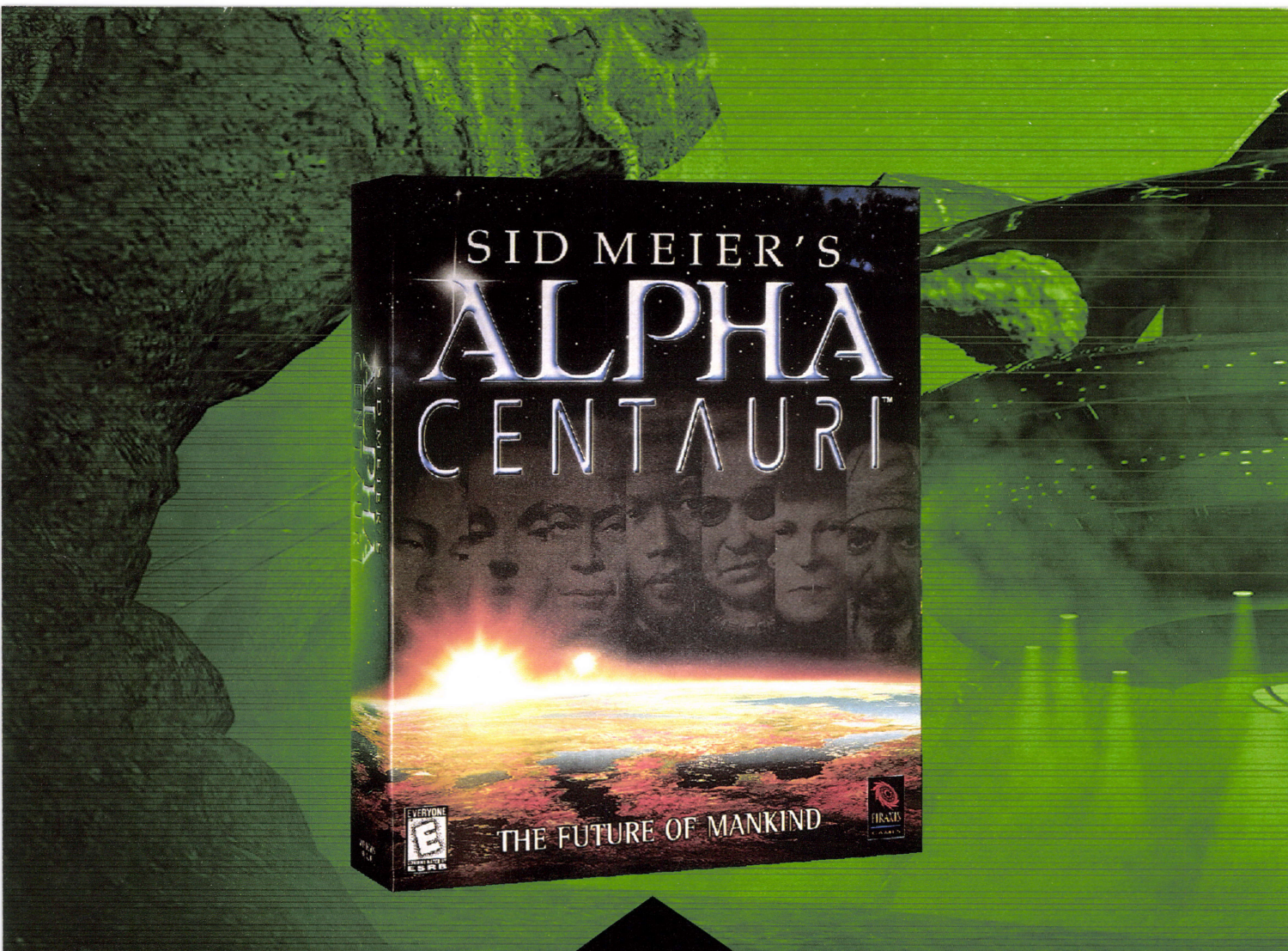
Familiar with Von Croy's respected standing and reputation for carefully planned expeditions, Lara's father found himself struggling to argue against her intelligent reasoning and resourceful nature.

Lord Croft penned a letter to Von Croy, introducing himself as an influential society figure and offering financial assistance in exchange for his 16-year-old daughter's place on the expedition.

Von Croy's reply assured the Henshingley Crofts that Lara's company as an assistant would be welcome, as was the offer of such a generous cheque.

And so it was agreed that Lara would accompany Von Croy for the duration of the tour.





THE MASTERPIECE.

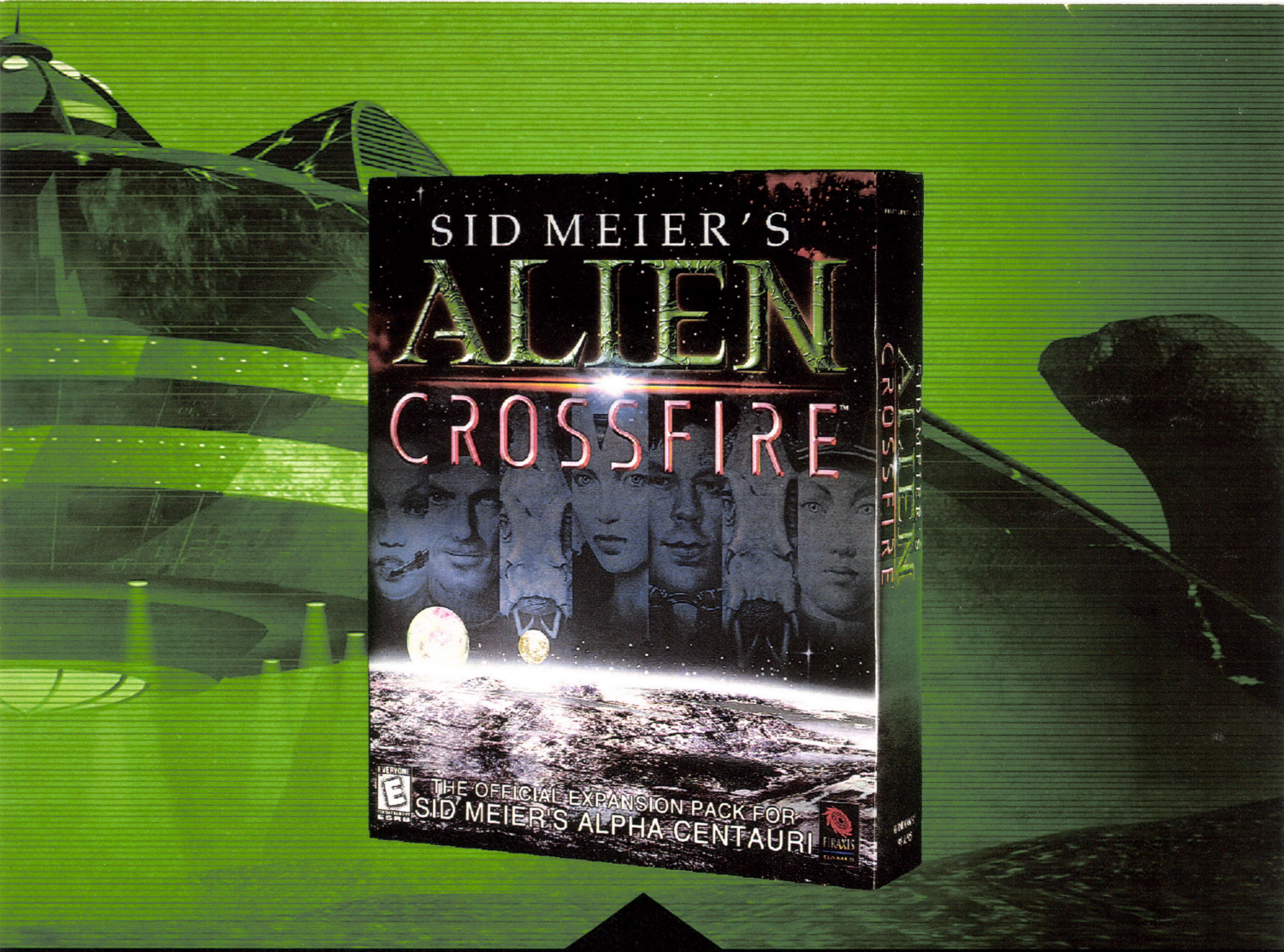
"The best strategy game ever made."–PC Gamer

★★★★★ (5 out of 5) –Computer Gaming World

"98%" (Highest review score ever awarded) –PC Gamer

"Meier has again set the gold standard for strategy."–Newsweek

XXXXX (5 out of 5) –Cnet Gamecenter



THE ENCORE.



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Review Nuts & Bolts

WHAT DOES IT ALL MEAN? | Here's the Rosetta Stone of Our Game Reviews

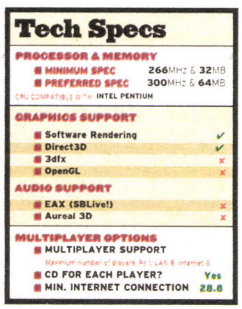
You don't want to waste money on crap games. Lucky for you, we play them first, so you don't have to.

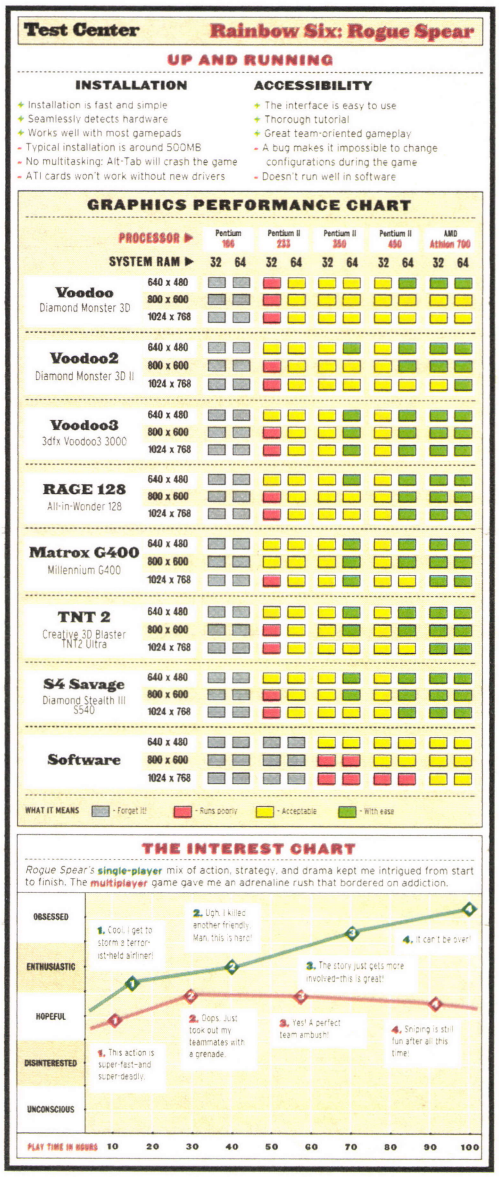
"Big deal," we hear your ever-so-jaded collective psyche say. "Every game mag does that, what makes yours any different?" The Test Center, that's what. We test our games on five different test systems with two different RAM settings and eight different graphics card configurations at three different resolutions. That's right, pal, we're talking 240 different system configurations. Your system is guaranteed to be one of them.

Sure, that super-cool, new 3D action/adventure might get five stars on a Pentium III/500MHz screamer, but what good does that do your Pentium/166MHz-using ass? Now you'll get that important little piece of info before you buy. What a concept!

Tech Specs

Here's your at-a-glance box-out of the game's requirements. We outline the minimum processor and memory requirements, CPU compatibilities, audio and graphics support, and multiplayer options. Do all players need to have a copy of the game to play multiplayer? We'll tell you here.





Up and Running

Finally, an easy-to-understand pros and cons listing of what makes a game a breeze (or utter hell) to install and play. Say goodbye to those "Why won't this damn thing install?" blues.

Graphics Performance

This is the meat and potatoes of the Test Center. Here's where you find out if your system will run that hot new game we've been raving about for months. Simply cross-reference your processor and RAM configuration with the graphics card you're using. You'll then be able to see how the game will play at three different resolutions on your computer.

If your preferred settings box is gray, you haven't got a chance in hell. If it's red, you'll likely be watching a slide-show. If it's yellow, the game will run fast enough to be enjoyable, although you might see some jitters. If you're in the green, you're golden. The game will run as smooth as silk, and you will be one happy gamer.

The Interest Chart

Ever play a game that's a blast at the beginning and then about four hours in starts to feel about as fun as a third-world prison camp? So have we. That's why we devised this nifty little chart to tip you off to the point at which our interest level took a nosedive (if it ever did). We even break this up into two sections: solo play and multiplayer. Why do we take the time to do all this? Because we care.

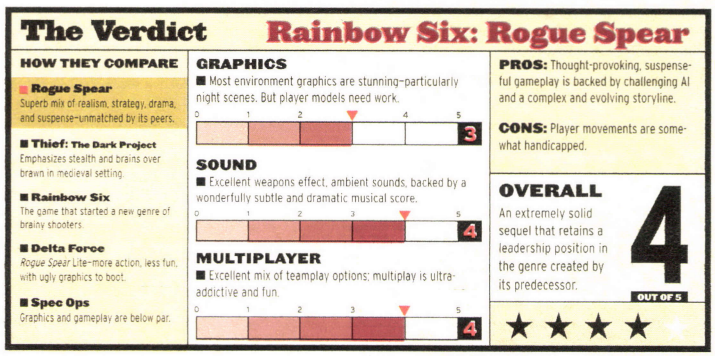
Golden Award

So what if a game is the ultimate in its genre—a true classic? Then it gets the *incite* Golden Award, the most coveted award in the computer gaming industry. Only the best can get one.



The Verdict

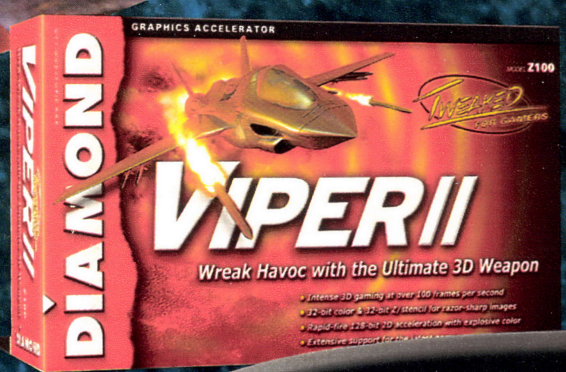
This is where we tell you what we think about the game. We give you all the game's pros and cons, as well as an overall score (which ranges from one to five stars). Our score is honest and fair, and since it's coming from *incite PC Gaming*, you can take it as gospel, baby!



One Chip Can Turn One Second Of Gaming Into

ONE HELLISH NIGHTMARE!

Today's game opponents are tougher to beat. So we're issuing you an unrivaled weapon. The new Viper II graphics card is equipped with 4X AGP power and a transformation and lighting engine for the most realistic images ever. Better yet, Viper II now features S3TC texture compression, which hurls up to 15 million triangles at your monitor every second for the most intense 3D action ever. Make your screen image come alive. Unless, of course, you'd prefer to make them otherwise.



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Superdome Showdown

The Biggest Event in PC Football Is Shaping Up to Be a Monster Crunch-fest Between the Aging Veteran, EA's **Madden 2000**, and the Uppity Newcomer, Microsoft's **NFL Fever 2000**—Who Will Win?

BY WILLIAM O'NEAL

On a balmy New Orleans night, two football giants lined up head-to-head on the virtual line of scrimmage. On one side of the ball was *Madden 2000*, the grizzly veteran team that has, as of late, fallen from the heights of its storied franchise. On the other side of the line was *NFL Fever 2000*, the upstart expansion team that has come out of nowhere to make its first run for the playoffs. They compete for the Lombardi trophy of computer gaming: The *incite PC Gaming* Bowl.

We knew that the competition was going to be fierce: it's nice at the top of the mountain and *Madden* wasn't gonna relinquish that position easily. But newcomer Microsoft had a lot of resources at its disposal. With that in mind, we tracked down New Orleans Saints running back (and Heisman Trophy winner) Ricky Williams and Saints defensive back Sammy Knight to see what they thought of the two games in the championship.



IT'S ON THE CD!

Play the football game demos on the *incite CD-ROM!*



PIXELS DON'T STRAIN Virtual Ricky is as healthy as a horse. No bad ankles here.

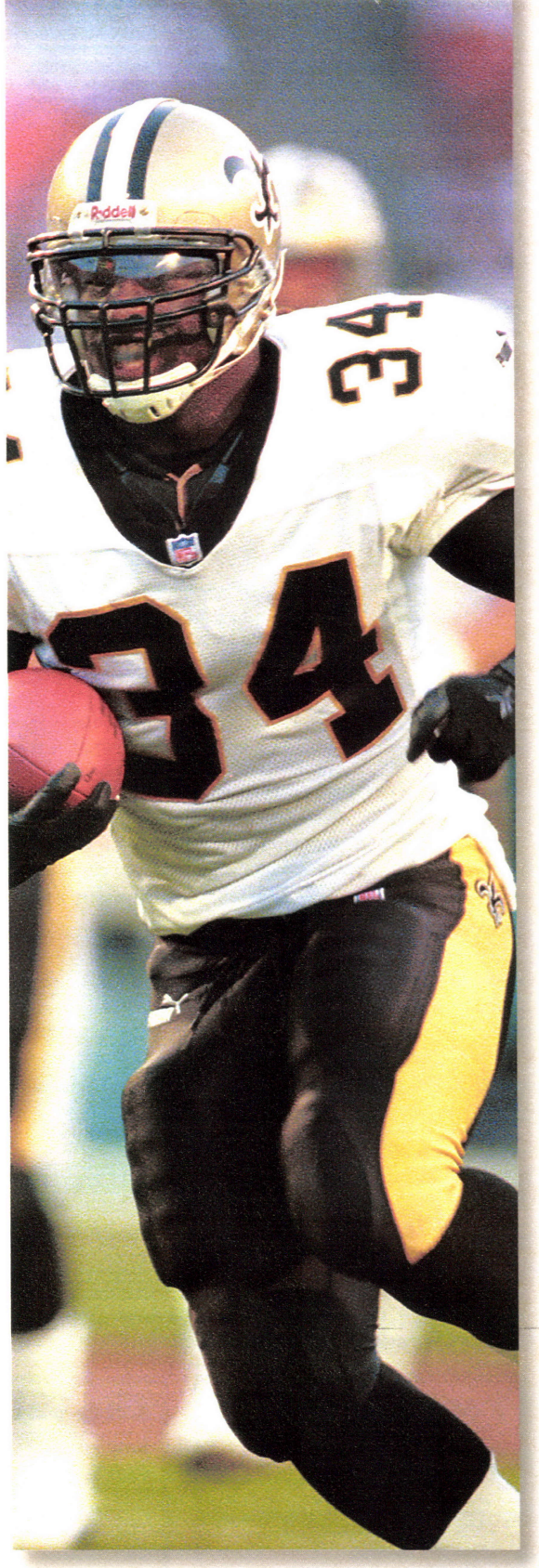


YOU GONNA DANCE NOW? Virtual Sammy puts the hurtin' on Virtual Jamal.



Ricky Williams >>

- Position: RB
- Years in NFL: Rookie
- College: Texas
- Favorite play: I-Formation Halfback Toss Left



<< Sammy Knight

- Position: DB
- Years in NFL: 3 (All with Saints)
- College: USC
- Favorite Play: Single Back, Split Out, X Fly

Tarnished Tradition

The Series Did Fine When It Had No Competition, but **MADDEN 2000** Now Finds That the Salad Days Are Over

FACT FILE ■ DEVELOPER **EA Sports** ■ PUBLISHER **EA Sports** ■ GENRE **Sports** ■ PLAYERS **1-12** ■ RATING **Everyone** ■ PRICE **$49.95**

GAME GLANCE

- 100 Classic Teams
- 31 Current Teams
- 30-Season Franchise Mode
- 7 Play Modes
- Internet play

Since 1989 the *Madden* name has been synonymous with good football games on the PC. And in that time dozens of companies have unsuccessfully tried to move in on John's action.

–By William O'Neal

If *Madden 2000* had the luxury of existing in a competitive vacuum it would be an overwhelming success. Unfortunately for EA Sports, it doesn't.

While John and company should be lauded for helping EA create the first quasi-realistic digital football game back in 1989, there are glaring holes in what *Madden 2000* has to offer. Sure, it has excellent multiplayer capabilities: up to four players on the same computer, numerous computers on a local area network (LAN), and Internet play. Sure, it can claim a complicated franchise mode in which you can manage a team for up to 30 seasons. But all this means nothing if the game is about as fun as being on the wrong side of Romanowski's sputum.



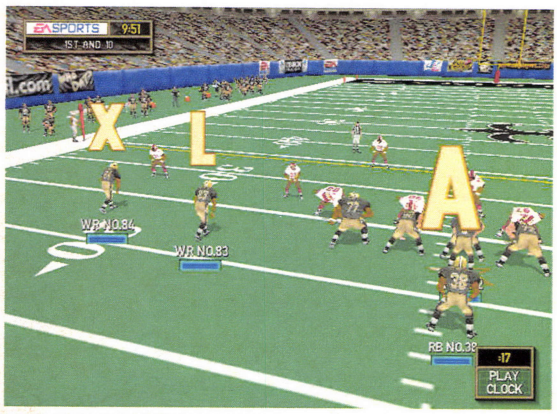
WHO'S NUMBER 38? It sure as hell ain't Ricky. There's no 38 on the Saints either.

The *Madden 2000* experience starts deep inside its own territory; the second you fire up the game, you are faced with its ridiculously confusing user interface. If you do make it past the unintuitive menu system and get to a kickoff, you're welcomed by players who, compared to *Madden 1999*, just look big and blocky.

The animations too seemed to have lost something in the off season. In tackling situations where a lot of players are involved, you'll notice the game's frame-rate drop significantly, causing players to lumber around the field as if they were made of stone. Tennessee Titans? More like Tennessee Golems.

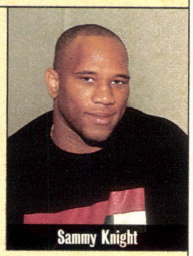
While the play-selection screen and the various routes that your players will take are easy to figure out, the game moves at "lightning-fast" speed. This completely chucks any realism the game had right out the window.

While *Madden 2000* lacks in basic gameplay, its attendant features, Internet play, multiseason franchise mode and the depth of managerial options give the hardcore football enthusiast something extra. If however, you're looking for a game that's fun to just jump in and play, *Madden* isn't your best bet.



WARNING! THIS GAME IS NOT FOR THE DYSLEXIC *Madden 2000* keeps it old school–old *elementary* school.

Objective? Not.



Sammy isn't apologetic about his love of the *Madden* games and admits that he's been playing them for years. Preconceptions aside however, Sammy had some tangible reasons for preferring EA's game.

As a defensive player, Sammy thought that *NFL Fever 2000's* defensive AI reacted too quickly and that it was a little too difficult for your receivers to get open. He also found *Madden's* controls a bit easier.

Tech Specs

PROCESSOR & MEMORY

MINIMUM SPEC	200MHz & 32MB
PREFERRED SPEC	200MHz & 32MB

CPU COMPATIBLE WITH: **INTEL PENTIUM**

GRAPHICS SUPPORT

Software Rendering	✔
Direct3D	✔
3dfx	✔
OpenGL	✘

AUDIO SUPPORT

EAX (SBLive!)	✘
Aureal 3D	✘

MULTIPLAYER OPTIONS

MULTIPLAYER SUPPORT	
Maximum number of players: Single PC 4, LAN 12, Internet 12	
CD FOR EACH PLAYER?	Yes
MIN. INTERNET CONNECTION	28Kbps

The Verdict

Madden 2000

HOW THEY COMPARE

- **NFL Fever 2000** — This great game moves at a realistic pace, and it looks great.
- **MADDEN 2000** — Player models are blocky; plays happen too quickly.
- **NFL BLITZ** — Blitz never claimed to be a realistic football simulation. But it's hella fun.
- **NFL GAMEDAY 99** — Offered some of the most challenging play by any football sim.
- **NCAA FOOTBALL 99** — A PC port of a PlayStation game that fell short of everyone's expectations.

GRAPHICS

■ Stadiums look good, but the players are blocky and their animations are chunky.

0 1 2 3 4 5 — **2**

SOUND

■ *Madden*'s comments are right on and the hits sound sweet. The stadium noise is also good.

0 1 2 3 4 5 — **3**

MULTIPLAYER

■ Good multiplayer support for several computers via LAN and Internet.

0 1 2 3 4 5 — **4**

PROS: Internet and LAN supported multiplayer capabilities.

CONS: The cryptic inerface is difficult to figure out; the game's pace doesn't feel realistic; the players appear blocky and arcade-like.

OVERALL

If there weren't other PC football games, *Madden 2000* would be an excellent choice; however, there are.

3 OUT OF 5

★ ★ ★

Hail to the New King

With Realistic Action, Great Graphics, and a $20 Price Tag, **NFL FEVER 2000** Blows Out the Competition

FACT FILE ■ DEVELOPER Microsoft ■ PUBLISHER Microsoft ■ GENRE Sports ■ PLAYERS 1-4 ■ RATING Everyone ■ PRICE $19.95

GAME GLANCE

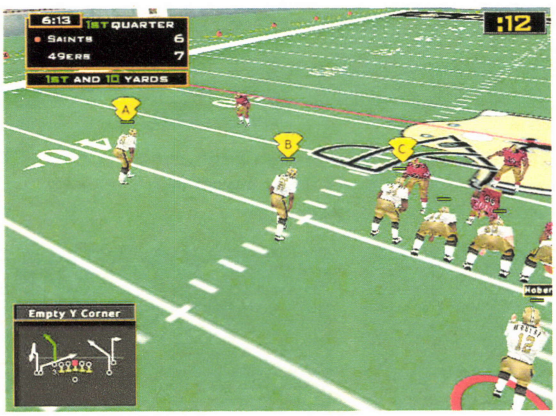
- 31 Current Teams
- 14 "Special" Moves
- 4 Play Modes
- NFL-style Play Books

People love to hate Microsoft. The "Evil Empire," as it's widely known, seems to have a hand in every computer product on the market, and now it's coming to a virtual football field near you.

–By William O'Neal

Playing the hell out of *NFL Fever 2000* has forced us to admit that—as much as we hate to say it—those hacks in Redmond have made the best damn PC football game ever. *NFL Fever 2000* kicks ass.

According to Microsoft, the designers' goal was simple. They wanted to create a game that was easier to play than the any football game on the market. In the process, they made the most realistic football game we've ever seen.



RICKY'S ON THE LINE You'd better put somebody on Mr. Williams, before he gets the dump pass and goes for a big 20 yards.



LOOK OUT WALTER PAYTON Ricky's gonna spring for some serious yardage.

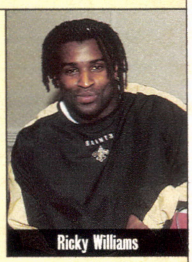
Receivers running post patterns streak across the middle of the field like the Flash, backs cut and slash like a Barry Sanders highlight film, and defensive ends crush quarterbacks like anvils dropped from airplanes. But the most important aspect of *NFL Fever 2000's* realism is the game's pace, which is dead-on.

Snap the ball and you have time to watch receivers run their routes as you look for the open man—unless you don't pick up the blitz. You actually feel like a quarterback in control of the ball.

NFL Fever 2000's only drawback is that only four players can play at once, and only on the same computer. There's no Internet or LAN play. The game's single-player mode, however, is so good that it almost completely makes up for the multiplayer shortcomings.

You will quickly become addicted to *NFL Fever 2000.* Of course, you also may want to preemptively book some time with your friendly neighborhood marriage counselor.

No Doubt About It



Ricky had an affinity for plays that involved the "I" formation with a halfback toss to himself. The one or two times that his offensive scheme took into consideration the other 10 players on his team he noted that the receivers in *NFL Fever 2000* ran better routes. Of course we should note that he lost the game after failing to convert a two-point TD conversion with three seconds left. Obviously, the game's AI was messed up.



TAKE IT DEEP The Saints get ready to kick off after scoring on the Niners.

Tech Specs

PROCESSOR & MEMORY

MINIMUM SPEC	200MHz & 32MB
PREFERRED SPEC	200MHz & 32MB

CPU COMPATIBLE WITH: INTEL PENTIUM

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OpenGL	✘

AUDIO SUPPORT

EAX (SBLive!)	✘
Aureal 3D	✘

MULTIPLAYER OPTIONS

MULTIPLAYER SUPPORT	
Maximum number of players: PC 4, LAN N/A, Internet N/A	
CD FOR EACH PLAYER?	N/A
MIN. INTERNET CONNECTION	N/A

The Verdict — NFL Fever 2000

HOW THEY COMPARE

NFL Fever 2000
This great game moves at a realistic pace, and it looks great.

MADDEN 2000
Player models are blocky; plays happen too quickly.

NFL BLITZ
Blitz never claimed to be a realistic football simulation. But it's hella fun.

NFL GAMEDAY 99
Offered some of the most challenging play by any football sim.

NCAA FOOTBALL 99
A PC port of a PlayStation game that fell short of everyone's expectations.

GRAPHICS

NFL Fever 2000 is a great-looking game: the players animations are smooth and the stadiums look great.

0 1 2 3 5 — **4**

SOUND

While Matt Millen's asinine comments get old rather quickly, the game does sound real.

0 1 2 3 5 — **4**

MULTIPLAYER

The only place where *NFL Fever* falls short. The only multiplayer option is 2-4 players on the same computer.

0 1 3 4 5 — **2**

PROS: Plays like real football; smaller player models; great sound; great hits; better receiver routes.

CONS: Fumbles happen a little too frequently; lack of multi-computer multiplayer capabilities.

OVERALL

Microsoft's football sim will definitely get you worked up into a fever. This game is as addictive as crack.

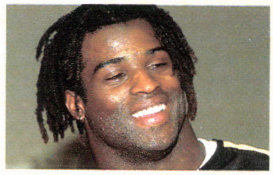
4 OUT OF 5

★ ★ ★ ★

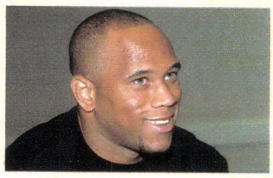
THE COMPETITION BEGINS!

Ricky vs. Sammy

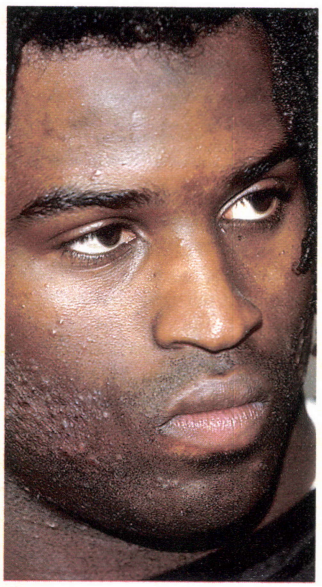
At first we thought we'd take on the pros. But then we remembered how much fun it is to watch them beat each other up every Sunday.



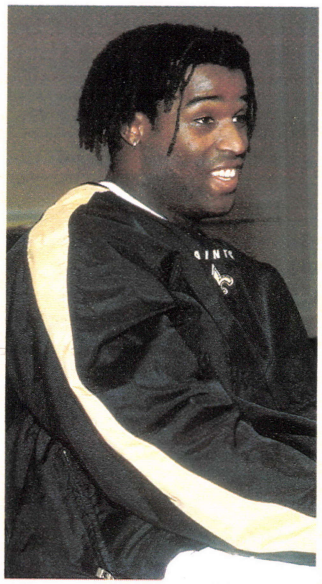
RICKY WILLIAMS gave Sammy some tough competition.
Game 1 winner: Sammy
NFL Fever 2000
Niners 32 vs. Saints 30
(They only go for 2-pt conversons)



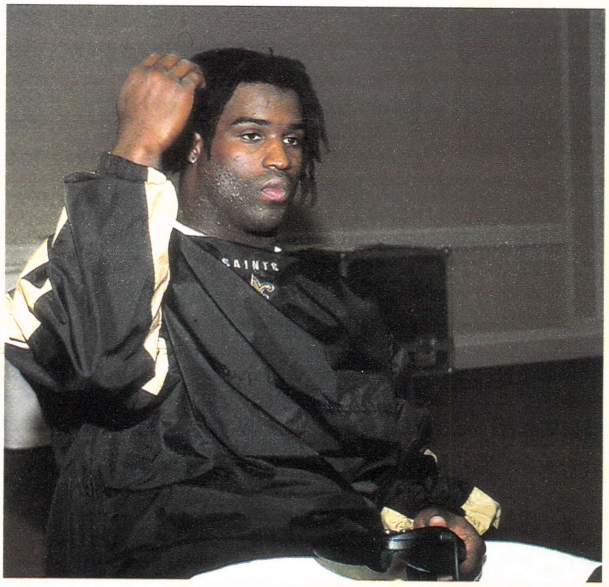
SAMMY KNIGHT is known in the league for his *Madden* skillz.
Game 2 winner: Sammy
Madden 2000
Jets 40 vs. Saints 14
(Ricky quit after the first half)



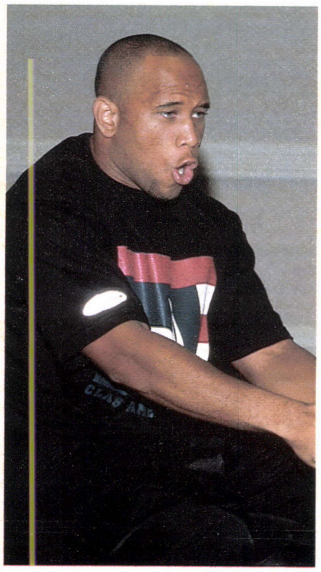
GAME FACE Before things even got started Ricky was mugging everybody in the room. Sammy wasn't buying it.



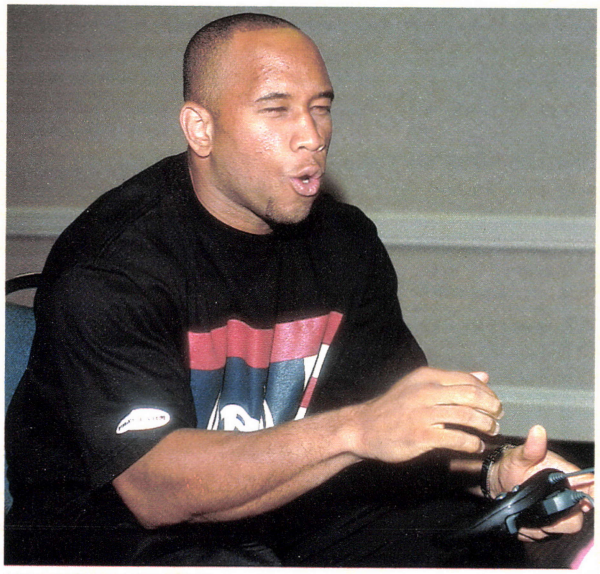
YOU GOTTA LOVE IT Can you tell from this photo which guy's team just recovered a fumble for a touchdown?



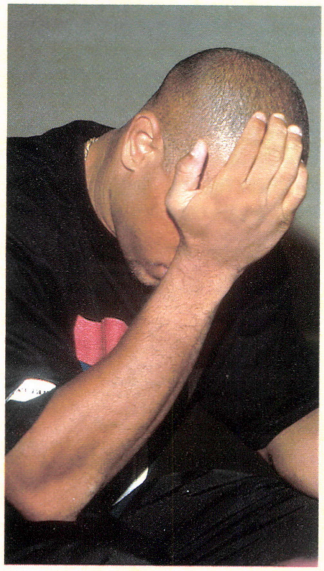
WHAT? ME? WORRY? After crushing Sammy's fragile, girlish ego, Ricky raises his fist in triumph. What this picture doesn't show is the brawl that ensued after Ricky's ill-advised taunting.



IN HIS GLORY Sammy's emotions were all over the map. As Terrell Owens came down with the ball Sammy was already chalking up six points.



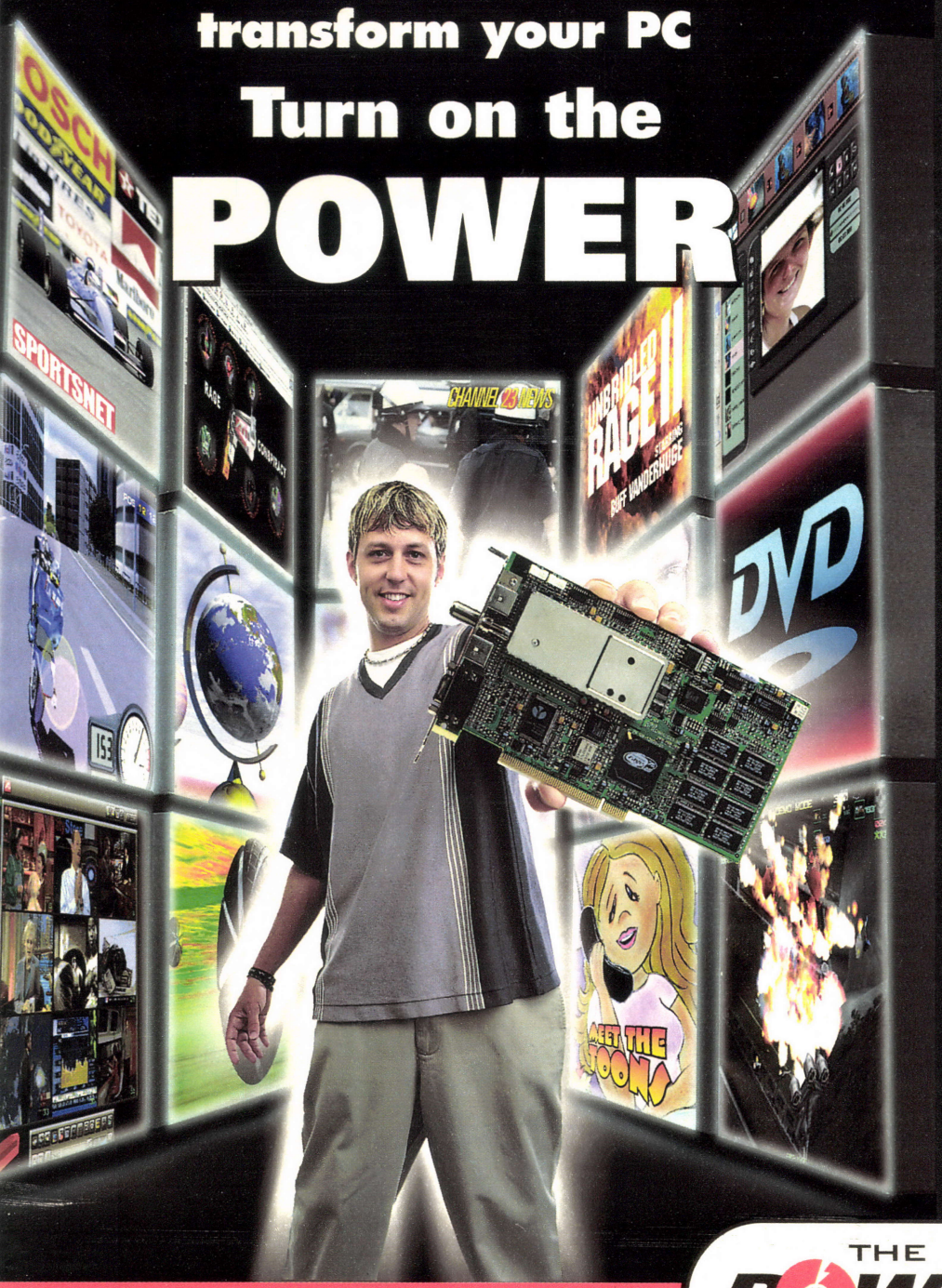
ARE THOSE FOOTSTEPS? But wait! Ricky just laid a serious hit on our boy and he coughed up the rock. Sammy can't believe what he's seeing, and he instantly begins whining about the game's AI. Of course, 10 minutes before, he *loved* the game's AI, when *he* scored a TD.



PROTECT THE PEBBLE Sammy learns a valuable lesson in pigskin respect as Ricky's defense recovers his fumble and returns it for six.

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GRAPHICS BY ATi rage 128

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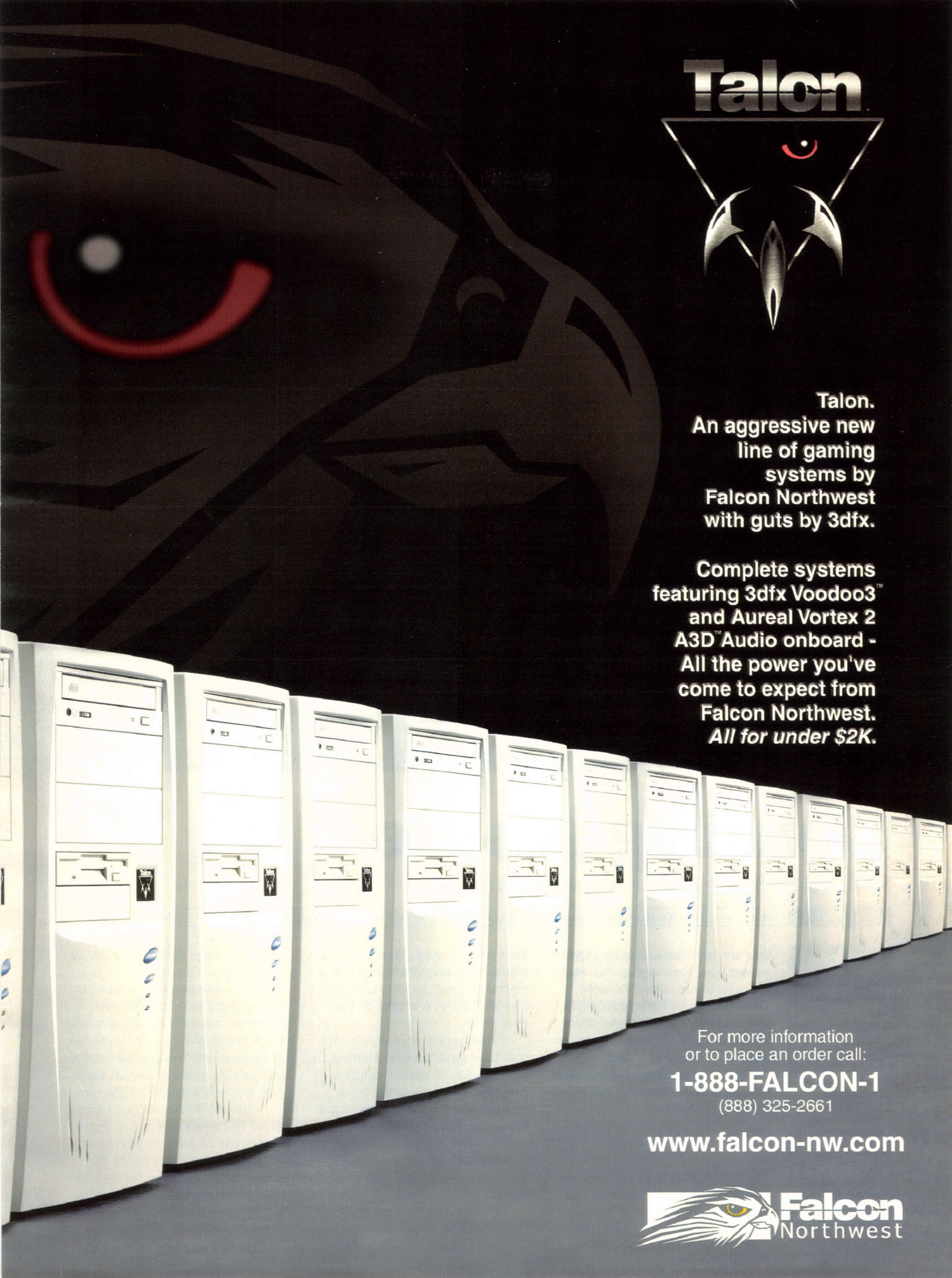
For years, gamers on tight budgets have had to resort to buying their PCs from the huge, impersonal business system manufacturers that don't know jack about gaming.

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AT THE MOVIES ***Homeworld*** **brings silver-screen quality action to your PC.**

Coming Home

HOMEWORLD Is the Best-looking Strategy Game Ever, but Is It Fun?

FACT FILE ■ PUBLISHER **Sierra** ■ DEVELOPER **Relic Entertainment** ■ GENRE **Real-time Strategy** ■ PLAYERS **1-8** ■ ESRB RATING **Teen** ■ PRICE **$50.00**

GAME GLANCE

- 56 units
- 2 Battling Races
- 1 Homeworld
- 1 Great Storyline
- 1 Theme Song Recorded by Yes

incite Golden Award

You are in trouble. Enemy fighters swarm your mothership like angry hornets: under, over, through. They sting with their laser bolts and then zip back out into space before turning for another run. In the distance you see your own fighters, desperately rushing home to save the mothership. Will they make it in time?

–By Steve Klett

Despite what is mostly conventional gameplay, *Homeworld* lives up to its "revolutionary" billing with its truly thrilling 3D environment. Add cinematic-quality visuals and special effects, excellent sound, and an intriguing story, and you've got a winner on your hard drive.

Homeworld approaches the real-time strategy genre with a combination of eyeball-splitting graphics; cinema-worthy music, sounds, and special effects; and a style that makes you feel like you're a character in the game, rather than just some schmuck pointing and clicking units around the screen.

The real trump card that sets the game apart from the other real-time strategies out there, such as *StarCraft* or *Tiberian Sun,* is the fact that *Homeworld* is a true-3D game. Being able to zoom your "camera" around all sides of a moving starship gives you a real sense of being there. You are the director of your own space movie, of sorts. This is a new concept for the genre.

Instead of layering a 2D bitmap with "3D terrain effects," in *Homeworld* your 3D units float in space. There are no bottlenecks on the gamemap to show you from which direction the enemy will attack, as with games like *Tiberian Sun* and *Total Annihilation: Kingdoms.* In

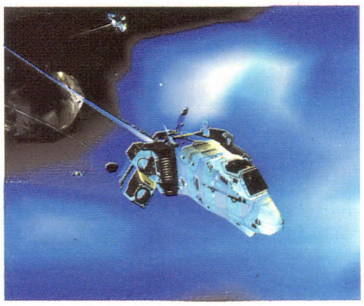
Homeworld you'll be attacked from all directions, and from any angle—from the front, back, sides, above, and below. This presents many new tactical considerations—*Homeworld* will make you *think*.

For instance, early on I played *Homeworld* as I would any other real-time strategy game—with 2D thinking. Thus, I got my butt kicked early and often until I finally caught on. Soon, I was coordinating attacks on enemy capital ships from above and below, and I was captivated. *Homeworld* had me in its clutches.

As you take a wider look at the situation, you see your own fighters, desperately rushing home to save the mothership. Will they make it in time?

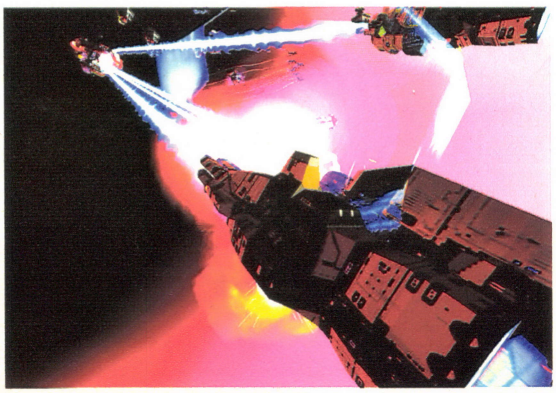
Tell Me Your Story

The story begins at the far reaches of the universe on an isolated planet populated by a peaceful race of humans. They were forced into exile here so long ago they can't remember where they're from. An ancient tablet is discovered that is believed to show them the way back to their home planet—which lies in the heart of the galaxy. A giant mothership is constructed with the goal of bringing millions of the planet's inhabitants home.



NICE PAINT JOB The fighters are very detailed. Like his cool racing stripes?

You must lead the mothership safely to its homeworld. Of course such long-distance space travel involves the use of a hyperdrive, with

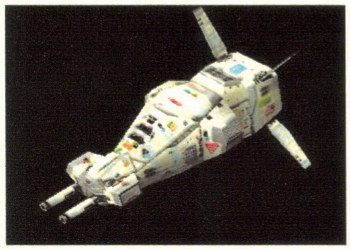


ELECTRIC FUNERAL *Homeworld's* camera controls let you into the middle of the action: Here's 2,000,000 volts up your bum!

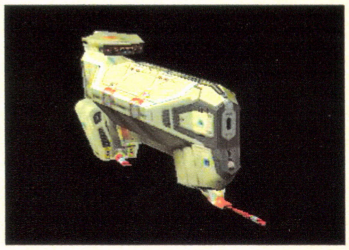
Battle Fodder

You're Dead Meat if You Don't Use Your Instruments of War Wisely

Whether you battle against the computer in the single-player game or fight human opponents online, you'll never be victorious unless you use your forces shrewdly. Combining different units into balanced fighting forces is key. You'll need to choose which units to post in defensive roles and which to use as your metaphorical battering ram. Here's a taste of the 30 units you'll find in the game. (Unless noted, each side has a unit that's nearly identical in function).



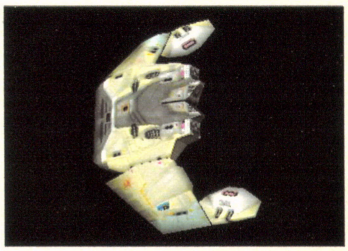
As its name suggests, the **Taiidan Scout Fighter** is small, fast, and most importantly, cheap.



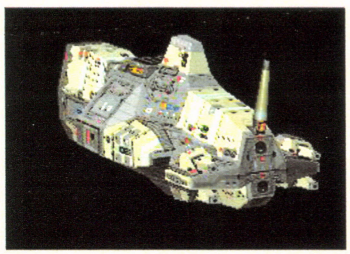
No, this is not a huge sewing machine, it's a **Kushan Ion Cannon Frigate** and it's one mean fighting machine.



The **Taiidan Light Corvette** has a heavy-duty engine, chassis, and armor, which makes it excellent for fleet defense.



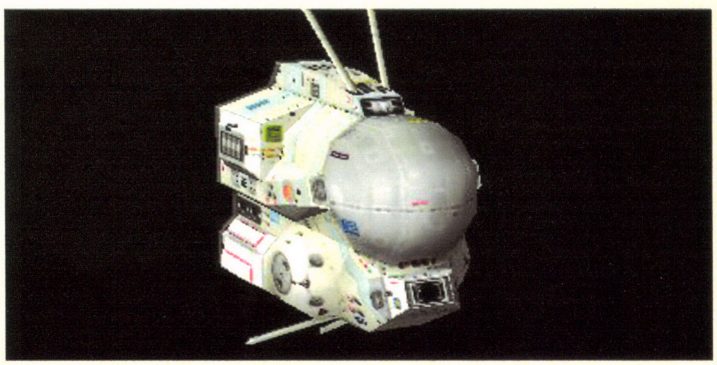
Only the Kushan have the **Cloaked Fighter**, which can become invisible to enemy forces; it's great for recon duties.



The **Taiidan Assault Frigate** is the most general purpose combat vessel among the capital ships.



The **Kushan Interceptor** is less maneuverable that a Scout Fighter but packs a much heavier offensive punch.



Only the Taiidan have a **Defense Fighter**. It doesn't attack enemy ships but rather shoots down their projectiles. This makes it an ideal protector of slower ships. It is excellent when paired with a group of fighters.

Test Center — Homeworld

UP AND RUNNING

INSTALLATION

- + Quick Install
- + No Install glitches
- + No hardware conflicts

ACCESSIBILITY

- + Excellent training missions
- + Campaign gradually ramps up difficulty
- + Interface is fairly intuitive

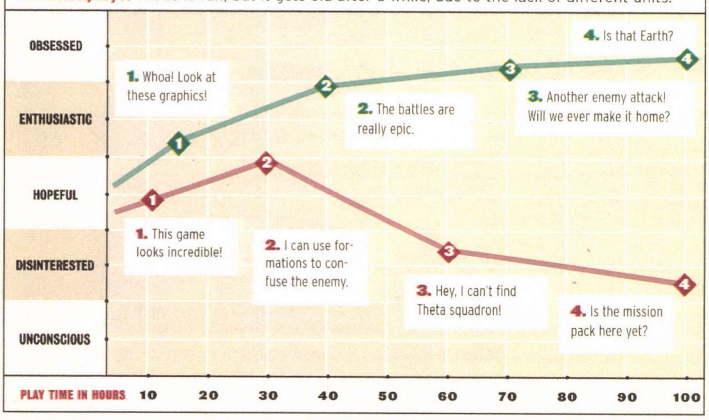
GRAPHICS PERFORMANCE CHART

		Pentium 166		Pentium II 233		Pentium II 350		Pentium II 450		AMD Athlon 700	
SYSTEM RAM ▶		32	64	32	64	32	64	32	64	32	64
Voodoo Diamond Monster 3D	640 x 480										
	800 x 600										
	1024 x 768										
Voodoo2 Diamond Monster 3D II	640 x 480										
	800 x 600										
	1024 x 768										
Voodoo3 3dfx Voodoo 3 3000	640 x 480										
	800 x 600										
	1024 x 768										
RAGE 128 All-in-Wonder 128	640 x 480										
	800 x 600										
	1024 x 768										
Matrox G400 Millennium G400	640 x 480										
	800 x 600										
	1024 x 768										
TNT 2 Creative 3D Blaster TNT2 Ultra	640 x 480										
	800 x 600										
	1024 x 768										
S4 Savage Diamond Stealth III S540	640 x 480										
	800 x 600										
	1024 x 768										
Software	640 x 480										
	800 x 600										
	1024 x 768										

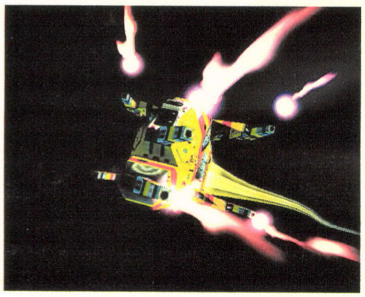
WHAT IT MEANS — Forget it! — Runs poorly — Acceptable — With ease

THE INTEREST CHART

Homeworld's **single-player** storyline really moved the game along and kept me wanting more. The **multiplayer** mode is fun, but it gets old after a while, due to the lack of different units.



You break a long-forgotten 4,000-year old treaty to never, ever develop hyperdrive technology—and so the trouble begins.



UP CLOSE AND PERSONAL It's pretty, and it packs a wallop, too.

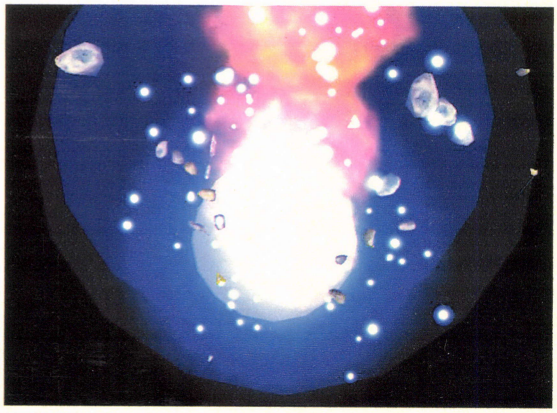
which the Mothership is equipped. However, when you use it you break a long-forgotten 4,000-year old treaty to never, ever develop hyperdrive technology—and so the trouble begins...and you find yourself battling your way back home.

Homeworld's gameplay conventions are amazingly simple. You harvest resources (gasses, asteroids, and the like) that are floating about in space and turn these into cash (or Resource Units), which you use to build an armada. You then point-and-click your units about the map to accomplish different objectives that fit with the story. There aren't many unit types to keep track of—15 for each of the two races (Kushan and Taiidan).

This brings us to a couple of *Homeworld's* down sides:

First, the units are a bit bland, and there are not enough units unique to each race. While this means that the two races are very finely balanced, for the most part the Taiidan and Kushan ships do exactly the same things, although they look dramatically different.

Second, while you can play the single-player campaign as either the Taiidan or the Kushan, the story and missions for each are exactly the



OUT WITH A BANG! The Mothership emits a wonderful fireworks display when she goes up.

same. Making the two races compete to reach the homeworld first would have added more intrigue (and gameplay value) to the game.

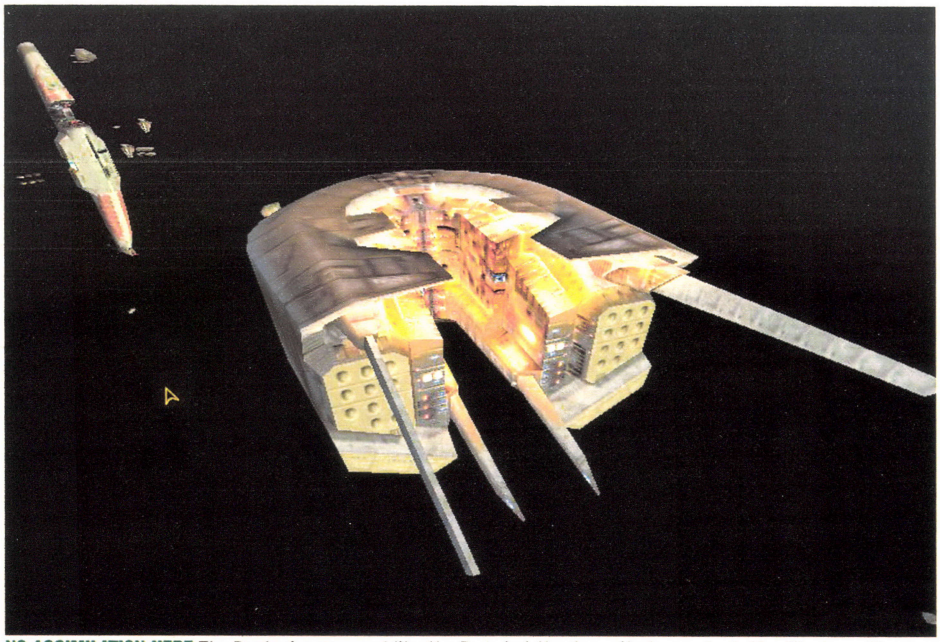
Once you have the units where you want them, you can use them in many ways. You can group units together and assign them one of seven different formations, each with a distinct tactical advantage and disadvantage. If none of the provided formations is suitable for the task at hand, you can also create your own specialty formation.

It's easy to build units, research technologies, and harvest resources, which lets you worry as little as possible about micro-management. That is, save for one thing, refueling. Your ships need fuel to run and they will run dry in battle, which should be easy to deal with. However, in the middle of a conflict you'll hear some unit report it's low on fuel, but that unit can be hard to locate quickly. By and large, it's easy to lose track of individual units in combat, making it necessary to assign all critical units a group number so you can jump to them in a pinch. Some automation would have helped here—units low on fuel should return to base on their own.

Now you can be besieged from any direction, and any angle—front, back, sides, above, and below. *Homeworld* will make you *think.*

Homeworld is the tactical space combat game we've been waiting for. Sure, it's got some rough spots, but its gameplay more than makes up for any technical glitches.

IT'S ON THE CD!
Play the *Homeworld* demo on the *incite CD-ROM!*



NO ASSIMILATION HERE The Bentusi may sound like the Borg but they're quite benevolent—they'll even sell you valuable stuff if you're nice. Think of them as the Sanford & Son of space combat.

Bizarro Galactica

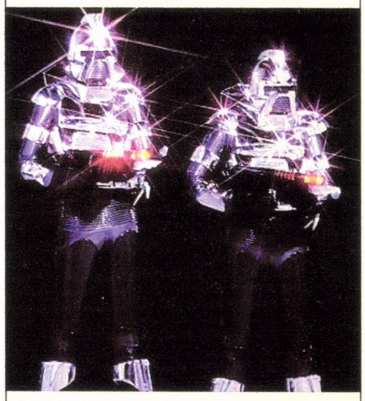
Too Bad Relic Couldn't Dig Up Lorne Greene for Voice-overs

If *Homeworld*'s story is familiar to you, perhaps you were a *Battlestar Galactica* fan in your youth. This epic television series ran in the late '70s and early '80s and enjoys a cult following to this day. (Check out www.battlestargalactica.com if you don't believe us.)

The show was about a series of human Colonials that were attacked and nearly destroyed by the robotic Cylon race. The last remnants of survivors—a ragtag fleet let by the last Colonial Battlestar—escaped and began a long search for the lost Colony planet called "Earth," and a new beginning. Unfortunately the show fizzled shortly after the Colonials reached Earth.

I couldn't help but think of *Battlestar Galactica* as I played *Homeworld*, as the game's story evoked the many hours I spent watching the TV series. It also begs the question: would *Homeworld* be even better if Relic had a license such as *Star Wars*, *Star Trek*, or yes, even *Battlestar Galactica*? Given the track record of over-hyped games with big licenses, we at *incite PC Gaming* would have to say that *Homeworld* is fine as it is.

Still, it's fun to think about Taiidan scouts being Cylon Raiders instead, and Kushan interceptors being Colonial Vipers.



If Cylons were robots, why weren't they all built the same height?

Tech Specs

PROCESSOR & MEMORY
- MINIMUM SPEC: 200MHz & 32MB
- PREFERRED SPEC: 300MHz PII & 64MB

CPU COMPATIBLE WITH: INTEL PENTIUM

GRAPHICS SUPPORT
- Software Rendering ✔
- Direct3D ✔
- 3dfx ✔
- OpenGL ✘

AUDIO SUPPORT
- EAX (SBLive!) ✘
- Aureal 3D ✘

MULTIPLAYER OPTIONS
- MULTIPLAYER SUPPORT

Maximum number of players: PC 1, LAN 8, Internet 8
- CD FOR EACH PLAYER? Yes
- MIN. NET CONNECTION 28.8 Kbps

The Verdict

Homeworld

HOW THEY COMPARE

- **StarCraft** — A true classic. Although its in 2D, its gameplay and unit balancing are tops.
- **Homeworld** — The first, fully 3D real-time strategy is king of its own mountain.
- **Starfleet Command** — Another space-based real-time strategy, and one of the best *Trek* games.
- **Total Annihilation: Kingdoms** — Lots of cool 3D units and 3D terrain effects.
- **Rebellion** — Could have been great 3D *Star Wars* real-time strategy were it scaled down.

GRAPHICS

■ It's tough to think of any game that looks this good and gives you as much camera control.

0 1 2 3 4 **5**

SOUND

■ Excellent, soothing soundtrack; awesome sound effects and voice acting.

0 1 2 3 4 **5**

MULTIPLAYER

■ Good multiplayer capabilities, but the fun factor is a little hampered by the difficulty in seeing distant units.

0 1 2 4 5 **3**

PROS: The true 3D nature of *Homeworld* cannot be overstated. It really feels like you're in space.

CONS: It could have pushed the gameplay boundaries more. Also, the game has too few unique units.

OVERALL

You'll feel like the commander of a great space armada. The 3D world really brings the gameplay to life.

5 OUT OF 5

★ ★ ★ ★ ★

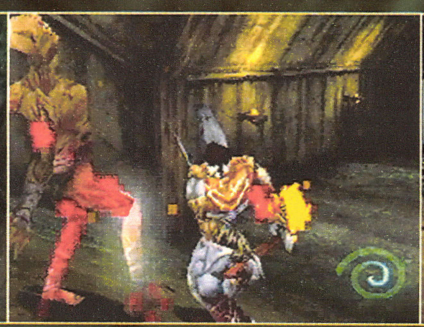
LEGACY of KAIN™
SOUL REAVER 2

"The Critics have Spoken on the Action /Adventure Game of the Year!"

"A technical achievement... Soul Reaver delivers an epic piece of vampiric literature.. 93%"
- IGNPSX.com

"Soul Reaver is a deep game possessed with a myriad of impressive little touches... 9/10"
- VideoGames.com






"Soul Reaver's environment's are jaw dropping."
- Gaming-Age.com

"98%"
- PS Extreme Magazine

"3D exploration and adventure at its finest... Game of the Month."
- Expert Gamer Magazine

PlayStation®

TEEN T CONTENT RATED BY ESRB



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Too Real for Comfort

RAINBOW SIX: ROGUE SPEAR Is as Close as You Want to Get to Real Special Forces Action

FACT FILE ■ PUBLISHER **SouthPeak Interactive** ■ DEVELOPER **Red Storm Entertainment** ■ GENRE **Action/Strategy** ■ PLAYERS **1-8** ■ RATING **Teen** ■ PRICE **$49.99**

GAME GLANCE

- 24 Different Weapons
- 15 Types of Ammunition
- 30 Playable Operatives
- 30 Times I Had to Replay Mission 11
- 1 Chance to Save the World

***Rainbow Six: Rogue Spear* proves that a first-person shooter can be fun while forcing players to think. Get ready to sweat, fret, and swear!**

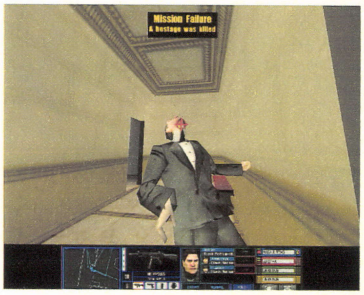
–By Steve Klett

I pause at the door of the compound to listen for footsteps before turning the handle excruciatingly slowly. I turn on my special forces-issued night-vision goggles and peer out into the darkness. Straight ahead, not more than 50 yards, lies the safety of the tree-line.

Gathering myself, I lean out the door to try to spot the sentry. The cold barrel of an AK-47 presses firmly into the center of my forehead. I have no time to react. With a cold, sarcastic laugh, the sentry pulls the trigger.... The last thing I see is my own blood seeping into and melting the freshly fallen snow.

Welcome to *Tom Clancy's Rainbow Six: Rouge Spear*, the much-anticipated sequel to *Rainbow Six*. The original *Rainbow Six* was lauded for its realistic gameplay and suspenseful environments: You never knew who, or what, might be lurking around the next corner.

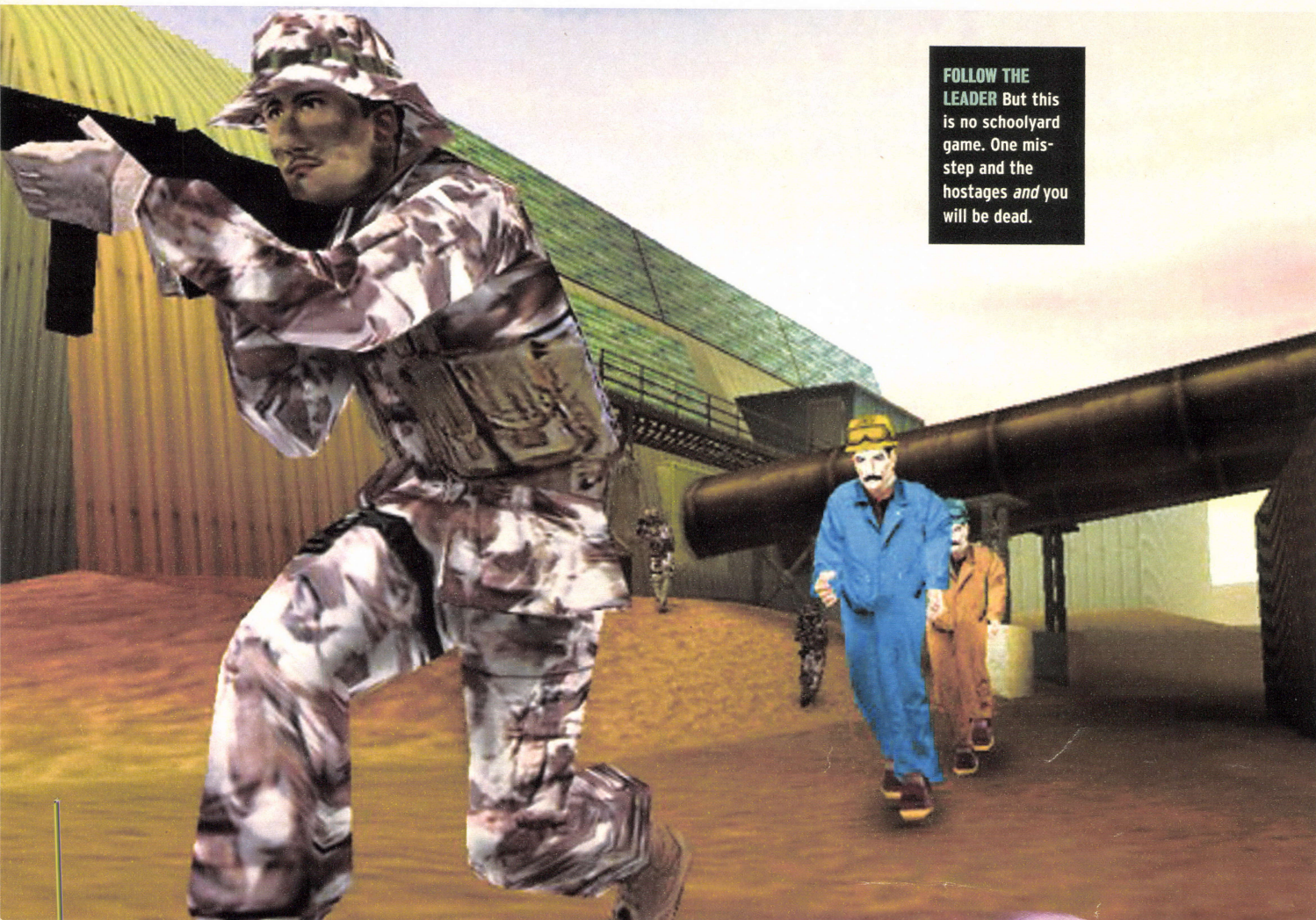
Rogue Spear's action is all about being smart, having the right plan, and possessing the nerves and patience to bring a complex plan together. Here, unlike in most shooter games, one shot usually kills you, so there's little leeway for mistakes.



DO OVER! Another helpless hostage dies, thanks to your stupidity.

An error in *Rogue Spear* could mean not only your own life, but also the lives of hostages you were entrusted to protect, and perhaps even the lives of everyone in the world.

You are in command of the the elite Rainbow Six team–consisting



FOLLOW THE LEADER But this is no schoolyard game. One misstep and the hostages *and* you will be dead.

of the world's best special forces counter-terrorist operatives. You and your team will be inserted into the hottest political climates and situations, and you will have to perform your duty with efficiency, stealth, speed, honor, and zero footprints.

And just what will those duties entail? They may include the planting of surveillance devices in terrorist compounds or rescuing hostages. You may even be called upon to take out the heads of terrorists groups the world over. Sometimes you'll operate alone, but at other times you'll be part of a group of operatives who must work closely together to pull off a win.

You can choose which operatives to work with on a given mission, and you can alter their weapons and accessory kits as you see fit. You'll then plan—in minute detail—every step each operative or team of operatives, will take in the field. Do you want Alpha Group to storm that room, or should it cover Bravo Team's assault? Do you want a team of snipers to act as a backup? It's all up to you.

If this sounds like too much work, don't worry—every mission gives you the choice of using a set mission plan if you want to get into the action as quickly as possible. However, you should always review that mission plan closely before jumping into the fray if you want to avoid countless replays before getting it right.

Even so, you'll still need to replay some missions several times before beating them. *Rogue Spear*, even on the easiest setting, is a very challenging game, thanks to a tough computer opponent and devious mission designs.



GETTING DRESSED FOR WORK IS ALWAYS A CHORE Hmmm... which camoflage outfit goes best with my MP5? Darn! Everyone else is wearing the same thing! I'm so embarassed. Now where *the devil* are my black pumps?

***Rogue Spear*, even on the easiest setting, is a very challenging game, thanks to a tough computer opponent and devious mission designs.**

Missions Critical

The game is nicely paced, with extremely difficult missions followed up with extremely easy ones to give you a bit of a breather. And although I got tired of almost always having to rescue hostages, each mission fits logically with the one before it.

In the "nice touch" department, you can record each mission so that you can watch your successes—or failures—and learn from them. Believe me, you'll need the practice for many of the game's levels.

If, after watching the playback, you decide to try a different strategy or play the mission again as a

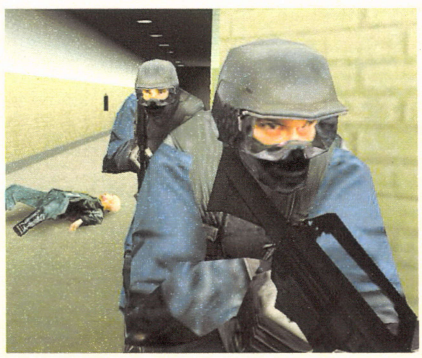
THE DELTA FORCE IS IN THE DETAILS

The Real Special Ops Versus the Memorex Version

Rogue Spear Does a Good Job of Getting the Details Right, Which Makes the Game Much More Immersive



Here's a real U.S. Army Special Forces operative in action. Mean looking, huh?



And here's an operative in the game. All the details are there, right down to the goggles.



Can you spot the Marine sniper in this picture? Too late, you're already dead.

MEET YOUR CRACK SQUAD

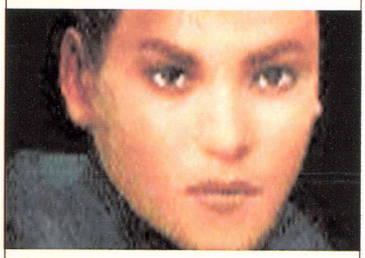
On Whom All Depends

It Takes a Lifetime of Work to Make It on the Roster!

You have 30 extremely experienced operatives to play as in *Rogue Spear*–10 new faces and 20 you may have seen in *Rainbow Six*. Here's some of the new guys (and gals):



Louis Loiselle: Born in Paris. Former member of the French Parachute Division. Involved in tactical espionage and counter-espionage throughout Europe. He is marksman with pistols and rifles, although he is experienced in all forms of counter-terrorism.



Kure Galanos: Born in Nicosia, Cyprus. Galanos' father, an ex-sniper, taught her his trade during extended hunting trips. Galanos joined the civilian police force as a sniper and quickly rose to prominence with a reputation for precise shooting under less-than-optimal conditions.



Homer Johnston: Born in Boise, Idaho. Former Green Beret and Delta Force member, he then found his way into Black Ops. Homer relies on stealth and speed to set up his sniper locations. He is an expert with all types of rifles.

member of a different team, you can. Feel like being a sniper? No problem, jump to Delta team. Feel like leading the mission? No problem, jump to Alpha team. Feel like doing both? Again, no problem–you can jump between teams during the mission.

Rogue Spear puts you in some hairy situations that could really force you to think about your scruples. You may have to assassinate a terrorist leader whom you know to be a very nasty individual, but the game's realistic, suspenseful atmosphere makes it feel as if you're assassinating a real person–not the easiest thing for most people to do.

You'll also be put in situations in which you must sacrifice members of your team, or even innocent civilians, for the greater good. Seeing a civilian or one of your own teammates get killed is a little shocking. Sometimes *Rogue Spear* feels so real it's scary.

Remember the drama and suspense of the scene in Stanley Kubrick's *Full Metal Jacket* in which the marines are being hunted by a sniper? (If you don't, go to your video store immediately and rent it.) There's a mission in *Rogue Spear* that puts you right in the Marines' shoes–you don't know if the next step you take will be your last. When you do find and take out the sniper, you do so with a sense of vengeance and great relief.



HOSTAGE OR TERRORIST? You'll have to make quick decisions in every mission in *Rogue Spear*. Who's the enemy and who's a friend?

I jumped out of my chair more than once, and even–gasp–swore profusely at my computer screen. (Sorry Mom).

You've probably been startled in shooters such as *Quake II* or *Unreal* by a monster jumping out from some dark corner–I know I have. However, no game has provided as many hair-raising moments for me as has *Rogue Spear*.

Be it the sudden appearance of an enemy (or "tango" in special forces lingo) or the sound of an unseen sniper taking pot-shots



COJONES OF STEEL You'll have to be fast to take out that terrorist and save the general. Luckily for you, if you screw up and get him killed, you can replay your saved mission and try again.

***RAINBOW SIX: ROGUE SPEAR* LEVEL STRATEGY**

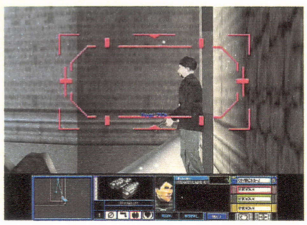
Get Me Through This Frickin' Level Already!!!

It's Tough to Finish Missions When One Bullet Is Enough to End the Level—Even More So When You Can't Use Your Gun!

Shoot someone in a recon mission and it's game over pal. This makes for some of the toughest gameplay we've ever encountered. It's really tough not to let loose with a round or two when you see the enemy. Here's an example of one of the recon missions you'll encounter in *Rogue Spear*: "Oracle Stone" (Mission 11).



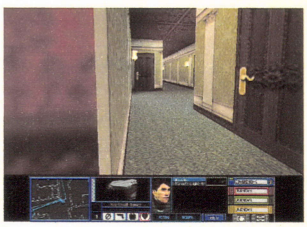
You must infiltrate the compound to place a bug and camera.



Wait for the sentry to appear before attempting to get inside.



Creep up to the doorway and wait for him to turn the corner.



Advance upstairs and peer down the hallway—it's clear!



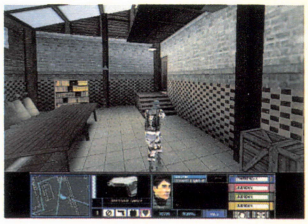
Watch for that sentry! Too late... you're dead. Try again.



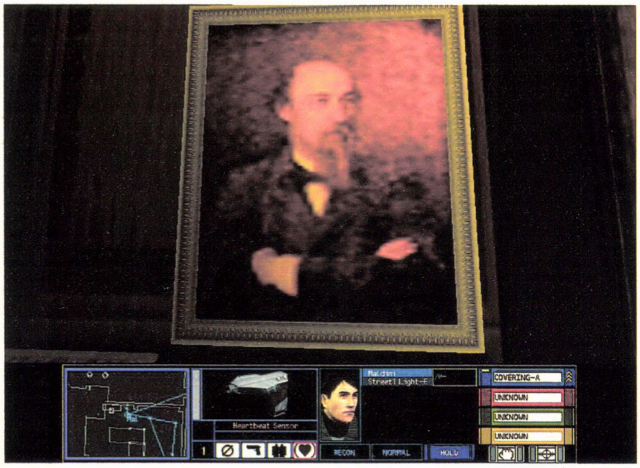
Good, you made it back. Place the bug in here. *Shhh!* Not a sound!



Hey, even Special Forces ops need pit-stops at times.



Watch for sentries and quickly go downstairs to plant the camera.



Evade a sentry and two houseguests, and place the camera behind the painting. Now you're home free, if you can get out alive, that is.



Oops! You didn't look both ways before crossing the hallway.... Try again, and again—until you get it right!

at me, I jumped out of my chair more than once and even—gasp—swore profusely at the computer screen. (Sorry, Mom).

Clancy's Finest Plot

As you play through the missions, you'll uncover details that gradually reveal a rich, complex backstory. What begins as a simple hostage rescue situation quickly accelerates into a deeply political plot that will have you trying to save the world from terrorists.

For anyone that's ever wanted more out of a shooter—*Rogue Spear* is the game to play.

Once you've honed your skills with the single-player game, it's time to deathmatch as you've never deathmatched before. *Rogue Spear* offers myriad cooperative and team-play multiplayer options, but the possibility of one-shot kills hanging over your head is what gives *Rogue Spear* network and Internet games an edge games like *Quake III: Arena* and *Unreal Tournament* can't touch.

There's no running into a room with guns ablaze here: You'll be quickly and efficiently picked off by the nearest sniper. Plan your attack well, or your thumb will get a workout hitting the space bar to respawn again and again.

Sir, We've Got Problems

However, that's not to say *Rogue Spear* doesn't have any problems; it does. The enemy AI is tough, but suspect at times. For instance, terrorists will spot you from afar when you're hiding in the bushes at night, but they'll walk

Test Center — Rainbow Six: Rogue Spear

UP AND RUNNING

INSTALLATION

- \+ Installation is fast and simple
- \+ Seamlessly detects hardware
- \+ Works well with most gamepads
- \- Typical installation is around 500MB
- \- No multitasking: Alt-Tab will crash the game
- \- ATI cards won't work without new drivers

ACCESSIBILITY

- \+ The interface is easy to use
- \+ Thorough tutorial
- \+ Great team-oriented gameplay
- \- A bug makes it impossible to change configurations during the game
- \- Doesn't run well in software

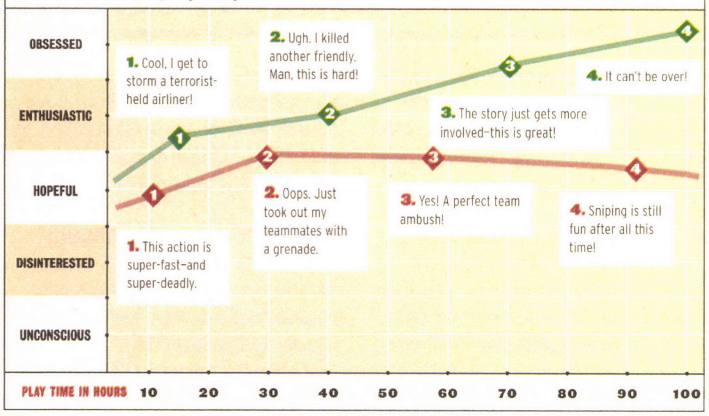
GRAPHICS PERFORMANCE CHART

		Pentium 166		Pentium II 233		Pentium II 350		Pentium II 450		AMD Athlon 700	
PROCESSOR ▶											
SYSTEM RAM ▶		32	64	32	64	32	64	32	64	32	64
Voodoo Diamond Monster 3D	640 x 480										
	800 x 600										
	1024 x 768										
Voodoo2 Diamond Monster 3D II	640 x 480										
	800 x 600										
	1024 x 768										
Voodoo3 3dfx Voodoo 3 3000	640 x 480										
	800 x 600										
	1024 x 768										
RAGE 128 All-in-Wonder 128	640 x 480										
	800 x 600										
	1024 x 768										
Matrox G400 Millennium G400	640 x 480										
	800 x 600										
	1024 x 768										
TNT 2 Creative 3D Blaster TNT2 Ultra	640 x 480										
	800 x 600										
	1024 x 768										
S4 Savage Diamond Stealth III S540	640 x 480										
	800 x 600										
	1024 x 768										
Software	640 x 480										
	800 x 600										
	1024 x 768										

WHAT IT MEANS — Forget it! · Runs poorly · Acceptable · With ease

THE INTEREST CHART

Rogue Spear's **single-player** mix of action, strategy, and drama kept me intrigued from start to finish. The **multiplayer** game gave me an adrenaline rush that bordered on addiction.





PAY ATTENTION! The pre-mission briefings are detailed and interesting—Clancy fans will recognize some of the characters.

Some of the missions—particularly the recon-only missions—are frustratingly difficult.

right by you inside a building without seeing you. They'll come running at the sound of a door opening or closing but not at the sounds of their comrades getting capped right down the hall. Many times they don't even notice bodies lying in the halls.

Graphically, *Rogue Spear* is a major step up from *Rainbow Six*, and the player, hostage, and terrorist models all move much more gracefully and realistically, thanks to 400 new motion-captured animations. That said, the game is still not at the technical level of *Unreal* or *Quake III*. Some of the environments look a little unrealistic, and your character still has a very blocky, pixelated look.

Some of the missions—particularly the recon-only missions—are frustratingly difficult. You can't roll, dive, jump, or lay in a prone position.

MORE SPECIAL FORCES KILLFESTS

Now Playing On Video

Good Flicks for the Special Forces Fan

If *Rogue Spear* has you hyped on the special forces, here's some flicks you may want to check out to get more of a feel for what situations soldiers encounter in the field. They vary in levels of realism, but each of them provides plenty of action. Don't try this at home!

Full Metal Jacket: One of Kubrick's best films, and one of the best films that shows how tough the rigors of training can be. This film also depicts one of the most harrowing sniper scenes ever in a war movie.

The Rock: Okay, the movie itself's not great but some of the action sequences-featuring renegade Special Ops forces-are solid .

Clear And Present Danger: Based on Tom Clancy's novel of the same name, this film shows a little of what it's like to be a member of a special forces team behind enemy lines. (While you're at it, read the book-it's better.)

Sniper: Depicts the exploits of a two-man sniper team on their own behind enemy lines, and it attempts to show the anxiety caused by the intense personal nature of the sniper kill.



FLIGHT 2112 TAKES A DETOUR Steady on that aim ol' boy...one inch to the right and it's a failed mission—and what's more important, a dead hostage.



IT HAD TO BE DONE Nice Shot. It may seem brutal, but they don't send in the real-life special ops to *talk* the terrorists into submission.

I'd hate to think of actual special forces troops with these handicaps in the field.

To make matters worse, you can't escape when a mission goes badly, the mission just ends. Also, you can't rescue wounded comrades in the field. The addition of any of these elements would have greatly enhanced *Rogue Spear's* gameplay and realism.

Still, for anyone that's ever wanted more out of a shooter—or ever wondered what it would be like to be in the elite special forces—*Rainbow Six: Rogue Spear* is the game to play.

REAL MEN DON'T SHOOT BLANKS

A Sniper's Bullet by Any Other Name...

Cosmopolitan Was Right—It's Not the Size of Your Gun, It's How Far Your Bullet Penetrates

Every gun in *Rogue Spear* with the exception of shotguns has two types of ammunition available: jacket hollow point and full metal jacket. Shotguns have three types: buckshot, slugs, and rubber batons. It pays to know which type of ammo to use when.

Jacket Hollow Point: This round is designed to expand on impact, thus increasing the amount of damage it inflicts. However, this makes it less likely to penetrate body armor.

Full Metal Jacket: This round is designed to punch through the target. Wounds may be less severe than with JHP, although a single shot can still drop the target. Be careful with these rounds when near hostages as they have a tendency to over-penetrate their target.

Buckshot: Spray of pellets fired from a shotgun. You have to be careful to center the shot properly for maximum effect, and to avoid hitting a target you did not intend to hit. Good when up against multiple targets.

Slugs: Large caliber bullets fired from a shotgun, typically used to breach doors and break down other obstacles.

Rubber Batons: Rubber slugs meant to stun the target rather than inflict permanent injury. Good for annoying your pals in multiplayer games.

–Data from Greg Stelmack, core engineer, Red Storm Entertainment.

Tech Specs

PROCESSOR & MEMORY

MINIMUM SPEC	233MHz & 32MB
PREFERRED SPEC	266MHz & 64MB

CPU COMPATIBLE WITH: INTEL PENTIUM

GRAPHICS SUPPORT

Software Rendering	✔
Direct3D	✔
3dfx	✘
OpenGL	✘

AUDIO SUPPORT

EAX (SBLive!)	✘
Aureal 3D	✘

MULTIPLAYER OPTIONS

MULTIPLAYER SUPPORT

Maximum number of players: Pc 1, LAN 8, Internet 8

CD FOR EACH PLAYER?	Yes
MIN. INTERNET CONNECTION	28.8kbs

The Verdict

Rainbow Six: Rogue Spear

HOW THEY COMPARE

Rogue Spear
Superb mix of realism, strategy, drama, and suspense—unmatched by its peers.

Thief: The Dark Project
Emphasizes stealth and brains over brawn in medieval setting.

Rainbow Six
The game that started a new genre of brainy shooters.

Delta Force
Rogue Spear Lite—more action, less fun, with ugly graphics to boot.

Spec Ops
Same idea as the others, but the graphics and gameplay are well below par.

GRAPHICS
Most environment graphics are stunning—particularly night scenes. But player models need work.

0 1 2 4 5 **3**

SOUND
Excellent weapons effect, ambient sounds, backed by a wonderfully subtle and dramatic musical score.

0 1 2 3 5 **4**

MULTIPLAYER
Excellent mix of teamplay options; multiplay is ultra-addictive and fun.

0 1 2 3 5 **4**

PROS: Thought-provoking, suspenseful gameplay is backed by challenging AI and a complex and evolving storyline.

CONS: Player movements are somewhat handicapped and some missions are frustratingly difficult.

OVERALL

An extremely solid sequel that retains a leadership position in the genre created by its predecessor.

4 OUT OF 5

★ ★ ★ ★ ☆

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Payback Time!

UNREAL TOURNAMENT Shuts Up the Critics by Being the Best

FACT FILE ■ PUBLISHER **GT Interactive** ■ GENRE **Deathmatch** ■ PLAYERS **1-32** ■ PRICE **$49.99**

GAME GLANCE

- 8 Modes of Play
- 8 Levels of Bot Intelligence
- 50+ Arenas
- 14 Weapons
- 1 Unreal Game

"You Suck!" Who the hell said that? Archon, that's who. That pompous ass was talking smack to me, his only *real* competition in this deathmatch tournament. There he is! I'll get him this... Arghhhhhh! The taunting jerk got me again! Okay, so he's good—*damn* good. His aim rivals that of a spec-ops sharpshooter and he eludes a rocket shower like Superman dodges bullets. But he keeps hogging the armor and Damage Amplifier, and he's just a bit *too* cocky. And, believe it or not, he isn't real—he's an *Unreal Tournament* bot.

—By Dave Rees

I had to keep reminding myself as I attempted to level Archon. "He's a bot...nothing but a bot." But I still found myself tumbling aimlessly down a corridor in 10 gooey pieces time and time again. It took a while, but I eventually made him eat his words. Later that same day, I played a game with some co-workers and won by a landslide. Then I thanked Archon for his tutelage—and Epic Games for this superb game.

The *Unreal Tournament* playing experience is infused with a kinetic combination of highly intelligent bots, utterly amazing visuals, brilliant, although sometimes highly claustrophobic, arena designs, outlandish weapons, diverse game modes, and a breakneck pace that is simply unsurpassed, even compared to the current *Quake III: Arena Test* version.

Set at the highest skill level, appropriately named Godlike, *Unreal Tournament's* bots are uncompromisingly brutal and emotionally draining. The unrelenting attack these automatons throw at your nerves is not simply a result of "cheap" programming tactics, such as enhanced aiming or extraordinary speed. Rather, each bot emulates a skilled player's motions—strafing, flanking you with rockets, running for health when in trouble, and, of course, taunting and gesturing at you after each kill.

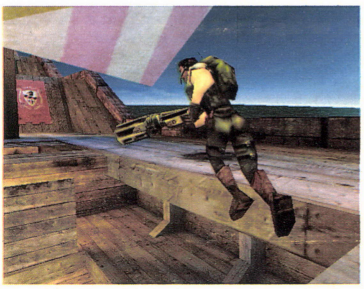
This pushes the *Unreal Tournament's* deathmatch experience into new territories by providing a single-player game that focuses on honing your skills rather than telling a deep story. And it works, as my little boot camp with Archon proved.

But wicked bots aside, *Unreal Tournament* is what anyone would call a "meaty game." It aims higher than its upcoming competition by

incite Golden Award



SOMEONE TO SEE YOU, SIR Five commandos barge into this courtyard dinner party uninvited. The menu? Your guts.



EN FUEGO Black_Guy takes back *the Amistad.* Better call a cabin boy to clean up.



ONE SMALL STEP FOR MAN One huge frag for Muskie. Check those chunks!



UGLY MUG You *do not* want to run into this guy in a dark alley.



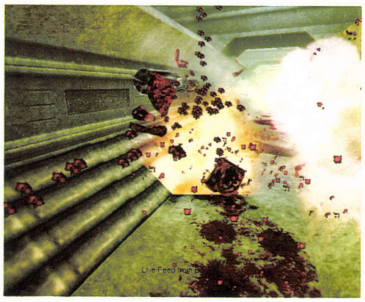
featuring over 50 maps, and eight diverse modes of play.

Unreal Tournament's arenas are unparalleled both in graphics and originality. Ranging from the gut-wrenching HyperSpace, an interstellar dreadnought soaring through the heavens at warp factor 10, to the creepy Gothic, a massive, cobweb-laden palace filled with claustrophobic passageways and creaky wooden elevators. There's even a huge galleon to wage war on, replete with a captain's quarters.

These elaborate environments, as stunning and diverse as they are, serve as backdrops to a wide variety of horrifically bloody battles. Tournament, deathmatch, team deathmatch, capture the flag, assault, and domination are just part of the surprisingly diverse mix.



IRON MAIDEN "Get up, punk. I dare you to go for that flag. This is *my* house!"



GOODBYE TO YOU Once upon a time, this was a soldier trying to dodge a rocket.

Assault, perhaps the most entertaining of the bunch, is much like *Team Fortress*, or *Team Fortress Classic* for the *Half-Lifers* out there. There are seven assault missions, each with a different set of objectives. Ranging from storming a beachhead at twilight and destroying a gigantic gun turret hidden deep within a cave, to a frenetic escape from a huge castle.

Following in the footsteps of its predecessor, *Unreal, Unreal Tournament* features outrageously powerful weapons that are an absolute blast to operate. Each device of mass destruction has an alternate trigger that tends to produce a more powerful shot, but can be more difficult to land.

But it is the speed at which *Unreal Tournament* moves that



AIM MUCH? Maybe if Black_Guy could hit the broad side of a barn, Ares would be dead by now. Anyway, you can check out the Enhanced Shock Rifle at least.



LEAP OF FAITH This dude barely escapes a deadly rendezvous with this rocket and redefines the meaning of dodging the bullet.

Unreal Tournament's arenas are unparalleled both in graphics and originality.

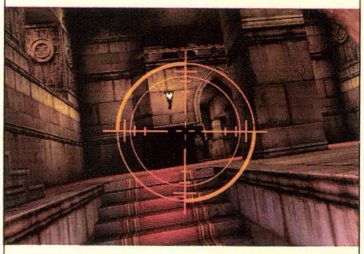
Unreal Tournament Mini-Tutorial

Redeem Yourself

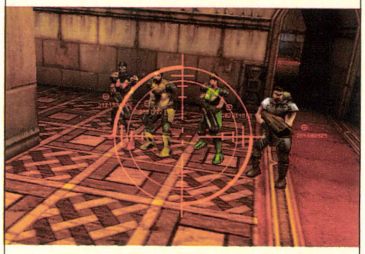
The Redeemer Is One of the Coolest Weapons Ever: Here's Why



Part One: Find the redeemer and wait for an opportune moment. Once you know where the enemy is...



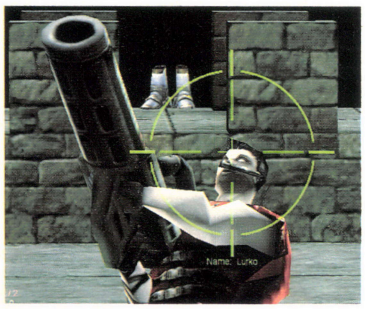
Part Two: Pull the alternate trigger and carefully steer your recently launched thermonuclear device.



Part Three: When you finally reach some players, sit back and enjoy an instant Ultra Kill!



HOT CARL EATS ONE From close range, the Flak Cannon will turn your abdomen into a soft-serve dispenser. Damn, and we forgot to bring a sugar cone!



TARGET ACQUIRED Lurko is about to lose his mind. Fitting for a camper.

grips players so tightly. Ironically, it is so rapid that it eventually numbs you to the game's extraordinary visuals. Everything becomes a blur, a psychedelic swirl of color that eventually sits at the back of your mind while you focus on blasting your foes into oblivion.

The big question in everyone's mind is whether or not *Unreal Tournament* will relinquish the bad reputation still associated with its name. When *Unreal* was released about two years ago, it stomped its big fat foot into the pool of graphics technology and splashed the competition into oblivion. But that same foot wound up broken as the game's poor Internet performance left much to be desired for deathmatch players.

Even under our toughest scrutiny, *Unreal Tournament* delivered the goods. Internet connections via T1, DSL, Cable modem, or even a 56k modem proved to be very playable even at pings between 200 and 500. Frame rates remained high and only a slight lag was present when switching and firing weapons. The last nail is in the coffin for the competition.

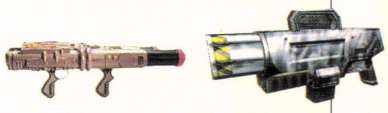
Office Ordinance

The *incite* Arms Race Gets Really Ugly

After some bloodthirsty *Unreal Tournament* matches, somebody had the bright idea to escalate our Cube Wars to the next level: Nerf. We came back from the front lines with this report

PULSATOR

Like the Pulse Cannon, the Pulsator fires spongy balls of doom at your victims *and* gives you a good workout with the pump action. There's still a lump on Intern Di's head.



WILDFIRE

Try looking down the barrel of this Minigun wannabe and you'll cringe. It fires 20 darts under 10 seconds...the only hard part is finding all your spent ammo.



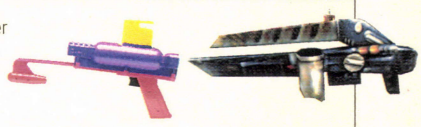
VOREX TORNADO

Nerf's answer to the sniper rifle. Put the ring around the end, cock the trigger, use the scope and fire. When aiming, wear earplugs or you'll have to start reading lips.



SUPERMAXX

Unlike the disc firing Ripper in the game, this launches foam discs that pack very little punch. On the bright side, the discs make great coasters.



MEGABLITZ

We loved grabbing the enforcer pistol to get busy so we pulled the ripcord on the Megablitz. Okay, they lack a little of the enforcers' deadly punch, but they still piss off the Editor-in-Chief!



Tech Specs

PROCESSOR & MEMORY

MINIMUM SPEC	233MHz & 32MB
PREFERRED SPEC	450MHz & 64MB

CPU COMPATIBLE WITH: INTEL PENTIUM, AMD

GRAPHICS SUPPORT

Software Rendering	✔
Direct3D	✔
3dfx	✔
OpenGL	✔

AUDIO SUPPORT

EAX (SBLive!)	✔
Aureal 3D	✔

MULTIPLAYER OPTIONS

MULTIPLAYER SUPPORT	
Maximum number of players: One PC 1, LAN 32+, Internet 32+	
CD FOR EACH PLAYER?	No
MIN. INTERNET CONNECTION	56k

The Verdict — Unreal Tournament

HOW THEY COMPARE

Unreal Tournament
A true "redeemer" for Epic Games, it is the best deathmatch game yet.

Quake III: Arena Test
Well, it may be a test, only a test, but it's damn impressive. The final version may take the crown for id.

Kingpin
Deathmatch with serious attitude, *Kingpin* redefines the ESRB Mature rating.

Half-Life
A thinking man's deathmatch, *Half-Life* is slow but great fun.

Quake II
We can't ignore that this is still the most popular deathmatch game ever.

GRAPHICS
■ It's hard to pick the perfect adjective here...perhaps bedazzling will do? This game looks amazing.

0 1 2 3 4 **5**

SOUND
■ The pounding soundtrack gets your pulse going...the constant sounds of crunching bones stops it.

0 1 2 3 **4** 5

MULTIPLAYER
■ There's no need to look back. *Unreal Tournament* on a LAN or the Internet performs exceptionally.

0 1 2 3 4 **5**

PROS: Incredible graphics; fast and furious gameplay; intricate level design; deviously destructive weapons...this game has it all.

CONS: Steep system requirements; runs like a pig on slow machines.

OVERALL
A brilliant production in every way, *Unreal Tournament* succeeds, and goes head and shoulders above what anyone was hoping for.

5 OUT OF 5

★ ★ ★ ★ ★



It's everything you hoped for, and like nothing you expected.

Remaining faithful to its time-honored legacy, *Prince of Persia 3D* elevates the Prince to new heights with the fast-paced combat of a fighting game and the depth and challenge of a classic Arabian Nights adventure. Stunning animation. Advanced 3D technology. Completely original game design. It's all here as you journey back to exotic 12th Century Persia and answer the game's most compelling question: Is it in you?

www.pop3D.com



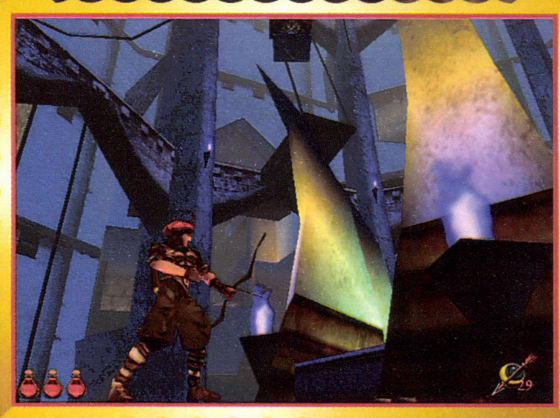
Journey through 7 environments including a fantastic dirigible, an opulant palace, and Tibetan cliffs.



Defeat 30 distinct types of enemies through the mastery of your lethal sword, bowstaff and double blades.



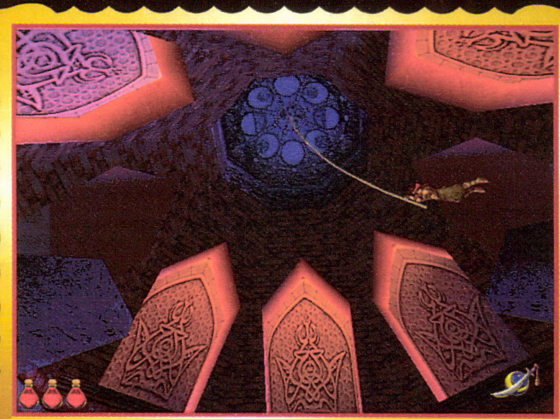
Stealth and agility are your only hope against hundreds of traps like scythes, guillotines and spring-load spikes.



Your bow and enchanted arrows can silence distant opponents and solve environmental puzzles.



Use deft precision and razor sharp timing to destroy countless foes—each with combat AI that adjusts in real time.



Rope swinging and other tests of skill await you in 14 spectacular indoor and outdoor levels.

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Prince of Persia® 3D

Is it in you?

Windows® 95/98

3D

nVIDIA 3dfx

REDORB entertainment



WHERE'S PRIVATE RYAN? Defending a dilapidated bridge seems pointless.

Command & Clunker?

We've Been Anxiously Awaiting It, but Does the New **COMMAND & CONQUER** Live Up to the Name?

FACT FILE ■ DEVELOPER **Westwood Studios** ■ PUBLISHER **Electronic Arts** ■ GENRE **Real-Time Strategy** ■ PLAYERS **1-8** ■ ESRB RATING **Teen** ■ PRICE **$49.99**

GAME GLANCE

- 21 GDI Units
- 19 NOD Units
- 29 GDI Structures
- 27 NOD Structures
- 2 Single-player Campaigns
- 30 Missions
- 3 Forces: GDI, NOD, Forgotten
- 2,000 Hours Spent Harvesting Tiberium

Sometimes it's not okay to leave well enough alone.

***Command & Conquer: Tiberian Sun* has some cosmetic changes, but it looks, acts, and feels just like all the other *Command & Conquer* games. It's still fun, but those who expected to be "wowed" by the third installment of the series will be disappointed.**

–By Steve Klett

Tiberian Sun had finally arrived. My postman almost lost four of his fingers as I snatched the package from his trembling hands. (He must have seen the maniacal expectation in my eyes.) I greedily ran to my computer and shoved the install disc into my CD-ROM drive. Waiting... Waiting... After an eternity the install was complete. I began the clickfest, my anticipation slowly morphing into something else: mild disappointment.

Campaign Trail

In *Tiberian Sun* you'll command the righteous Global Defense Initiative (GDI) forces or conquer the planet by leading evil-to-the-core Kane's Brotherhood Of Nod (NOD) forces.

For those unfamiliar with the *Command & Conquer* universe, in the game you harvest Tiberium crystals (a needlessly tedious process that can take a excruciatingly long time) to raise cash, which you then use to build a base and an army. After choosing which unit or structure to build, you tell the computer when to build it and how many to build. You control your units in battle with a point-and-click interface that works well unless you're prone to carpal-tunnel syndrome.

More often than not, your goal is to eradicate all opposing forces from the map. In other missions, you must accomplish a specific objective—such as rescuing some prisoners or capturing a building. Most

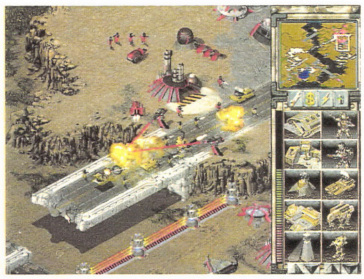
of the building-capture missions are frustratingly difficult, however.

It sounds simple, and it is. So as not to overwhelm you, Westwood keeps the number of units in the game relatively low compared to that of other real-time strategy games *(Total Annihilation: Kingdoms,* for example). The number of commands you can give your units is also kept to a minimum.

As Seen on TV—New Units!

Tiberian Sun's developers have been touting the way units now gain experience during a mission. This means that they may become smart enough to move out of the way of an advancing tank. (Who has to learn that?) Problem is, units do not carry over from mission to mission, so what's the point?

Units will follow your orders to the best of their limited ability.



A BRIDGE OVER TROUBLE Taking a bridge can be a costly proposition.

Tiberian Sun's fog-of-war feature has to be one of the most frustrating ever in a RTS game—it's as if all of your units are extremely nearsighted.



NOW THAT'S URBAN RENEWAL You can now wage war on city streets. This shot shows some of the new lighting effects in *Tiberian Sun.* The gameplay, however, is not new.

However, they may not always do what you say in the most efficient way possible. For instance, your defenseless engineers will run straight into a firefight or directly through a field of radioactive Tiberium on the way to their jobs. Doh!

Back From Beauty School

Some cool new environmental and terrain features spruce up the on-screen action. Terrain can now be pockmarked with battle scars and craters, which may prevent you from building in certain areas and make it difficult for your units to move. Units now pass under bridges—a neat effect for what is really a 2D game. Also, your units can destroy and repair bridges, which adds new strategies to both the single-player and multiplayer games. Random ion storms can render your air force useless, as well as fry your infantry where they stand. Ice can be deployed to limit access

TS: Starring Darth Vader and the Terminator Guy

The Rumors Are True—High-priced Actors *Can* Make Live-action Video Scenes in Computer Games More Bearable!

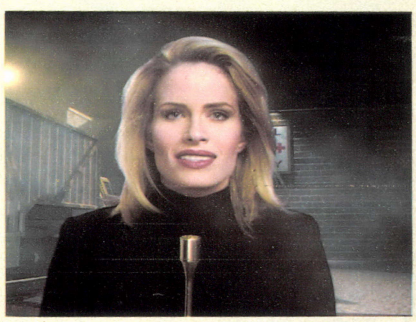
Thanks to the following big-name acting talent, the video cut-scenes in *Tiberian Sun* are not nearly as cheesy as you'd expect from a *Command & Conquer* game. Although we *really* wanted to see James Earl Jones pipe up with "Kane, I am your father...." Oh well.



GENERAL VADER James Earl Jones as General James Solomon: We're still shocked that this highly respected actor *(Star Wars, Field Of Dreams)* with the oh-so-recognizable voice agreed to appear in a game.



T3 DIDN'T WANT HIM, BUT TS DID Michael Biehn as Commander Michael McNeil: You'll remember him as Kyle Reese in *The Terminator.* He also appeared in *Aliens* and *The Rock.* In *Tiberian Sun,* he kicks plenty of NOD ass.



BUT SHE'S BIG IN EUROPE Monika Schnarre as Oxanna: Monika is a model who enjoys a host of fan sites on the Web and has appeared in some bit roles in feature films like *The Peacekeeper.*

Other actors of note include Francisco Quinn *(Platoon),* son of Anthony Quinn, as NOD officer Vega; and Christine Steele *(Team Knight Rider)* as busty mutant leader Umagon. Westwood's own Joe Kucan returns as Kane. Special effects, make-up, and costumes were handled by Ron Wild, who worked on *Godzilla* and *Babylon 5.* We hope that other game makers will take the hint that paying for real talent in games makes a real difference.



EXTREME DIRT DEVILS With the new NOD subterranean APCs no GDI base is safe.

to areas on the map as well as put unsuspecting enemies in a cold coffin. These are great additions.

That said, *Tiberian Sun*'s fog-of-war feature has to be one of the most frustrating ever in a RTS game—it's as if all of your units are extremely nearsighted. To make matters worse, for some strange reason you can't use aircraft units to scout terrain.

The core single-player game remains largely unchanged. *Tiberian Sun's* greatest asset is its multiplayer mode, as the new units breathe life into online and LAN battles. However, Westwood could have done a better job of play-balancing those new units. GDI Disc-Throwers (grenadiers) and NOD Rocket Infantry can be overpowering when used in rush tactics. Also, the new NOD artillery unit is ridiculously accurate and powerful while GDI airpower is much too weak.

Is it worth going up on eBay to get a copy of the Platinum Edition? That depends on your level of fanaticism.

Command & Conquer: Tiberian Sun has too many blemishes. It's a real shame that such a great franchise couldn't up the ante a little more and reward the faithful—and the newcomers too—with a real improvement in gameplay. Instead, it seems that Westwood is content to rest on its laurels. It's still fun, but it could have been much better.



FULL FRONTAL ATTACK When attacking a base it's important not to be distracted by the pyramids. Besides, they're fake anyway. There's no way something that old could still be that perky.

Heavy Metal

Is Westwood trying to pull a fast one with a limited edition *TS?*

Westwood shipped a special limited Platinum Edition of the *Tiberian Sun* at launch. Only 50,000 copies of the special version will be sold—and those are already gone to folks that pre-ordered the game.



Is it worth going up on eBay to get a copy? Well, that depends on your level of fanaticism. Here's what you get: A special expanded game manual with extra information and art from the making of the game (but no extra info on how to play it); a hand-crafted pewter figurine of a NOD or GDI soldier; and the game's soundtrack on a separate CD. The box is also numbered and coated in silver foil...whoopee.

Tech Specs

PROCESSOR & MEMORY
- MINIMUM SPEC 166MHz & 32MB
- PREFERRED SPEC 300MHz PII & 64MB

CPU COMPATIBLE WITH: INTEL PENTIUM

GRAPHICS SUPPORT
- Software Rendering ✔
- Direct3D ✘
- 3dfx ✘
- OpenGL ✘

AUDIO SUPPORT
- EAX (SBLive!) ✘
- Aureal 3D ✘

MULTIPLAYER OPTIONS
- MULTIPLAYER SUPPORT
  Maximum number of players: 8
- CD FOR EACH PLAYER? Yes
- MIN. INTERNET CONNECTION 28.8

The Verdict

C&C: Tiberian Sun

HOW THEY COMPARE

- **StarCraft**
  Near-perfect unit balancing, excellent story, gritty universe
- **Tiberian Sun**
  Less-than-perfect unit balancing, decent story, simple gameplay
- **Total Annihilation**
  Nice 3D units and terrain, lots of downloadable units
- **WarCraft II**
  Excellent balancing, unique units, solid fantasy-based story and game universe
- **C&C: Red Alert**
  Tiberian Sun without all the bells and whistles, such as colored lighting

GRAPHICS
The colored lighting is nice, the special effects improved; but units are tiny and hard to tell apart.
0 1 2 3 4 5 — 3

SOUND
Voices and battle effects are very well done, but the ambient sounds are missing, and the music is annoying.
0 1 2 3 4 5 — 3

CONTROL
The game is simple to set up play, although TCP/IP support is missing, so its difficult to play over some LANs.
0 1 2 3 4 5 — 3

PROS: Simple to get into and play; nice mix of units; quality video cut-scenes; multiplayer games can be fun.

CONS: Lackluster graphics; the units are too small; lots of frustrating blemishes; runs slowly at times.

OVERALL
Tiberian Sun is a fun game, although it could have been better had it offered new gameplay options.

4 OUT OF 5

★★★★☆

Spend the Holidays in the City.

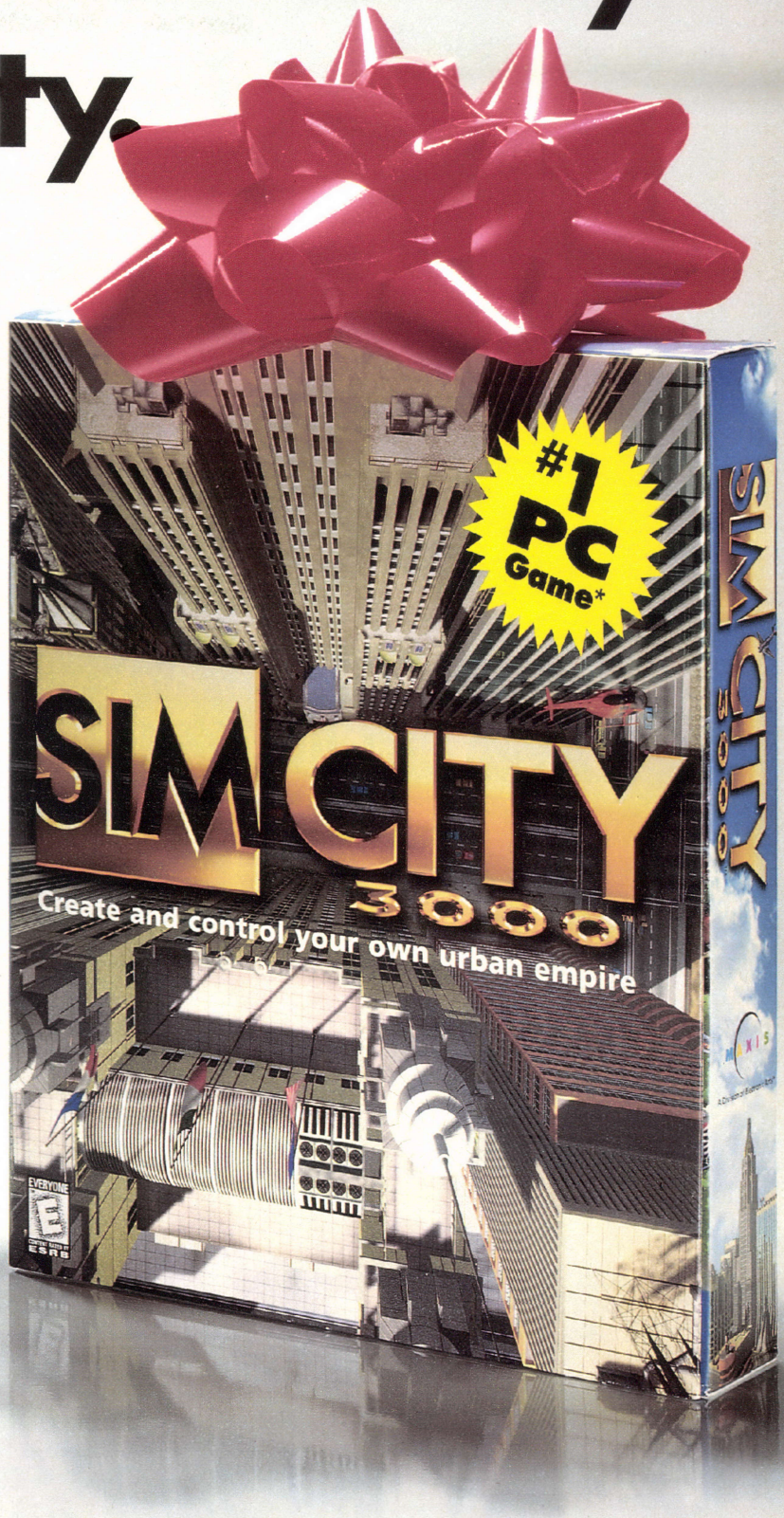
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PC Mac EVERYONE E CONTENT RATED BY ESRB


I AM THE MASTER OF MY FATE;
I AM THE CAPTAIN OF MY SOUL.
CAUGHT IN A BITTER FEUD BETWEEN SPITEFUL GODS, YOU FIGHT FOR MORE THAN YOUR LIFE. ENLIST HERCULES, ACHILLES, ELECTRA, AND THE MIGHTIEST OF HEROES IN YOUR EPIC STRUGGLE FOR AN ETERNAL SEAT ATOP OLYMPUS.
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CUSTOMIZABLE FORMATIONS
PERFECT YOUR WAR PARTY
AND TAKE IT WITH YOU ONLINE IN THE ULTIMATE MYTHOLOGICAL REAL TIME STRATEGY EXPERIENCE.
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IN THE SHADOW OF OLYMPUS



IN THE FELL CLUTCH
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I HAVE NOT WINCED
NOR CRIED ALOUD,



UNDER THE
BLUDGEONINGS
OF CHANCE

MY HEAD IS BLOODY,
BUT UNBOWED.

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Bucking the Trend

Gonzo Games and the Motor City Madman Try to De-throne *Deer Hunter* with **WILD HUNTING ADVENTURE**

FACT FILE ■ PUBLISHER **Electronic Arts** ■ DEVELOPER **Gonzo Games** ■ GENRE **Hunting Simulation** ■ PLAYERS **1** ■ ESRB RATING **Everyone** ■ PRICE **$19.95**

GAME GLANCE

- 1 Big Grizzly Bear
- 1 Mean Wolf
- 1 Ugly Boar
- 1 Cute Bambi
- 1 Fat Buffalo
- 1 Giant Sheep
- 1 Crazy Old Rock-n-Roller

Veteran rocker Ted Nugent, a.k.a. the Motor City Madman, has his game face on. This much is obvious shortly after playing *Wild Hunting Adventure*, the latest entry in the overpopulated–and overcooked–genre that gained popularity with 1997's *Deer Hunter*.

–By Gary Eng Walk

Ted Nugent: Wild Hunting Adventure isn't just another shoot-first, call-the-taxidermist-later game that declares open season on Bambi, Yogi, and Thumper.

Nugent, an avid hunter since 1953, insisted on a level of authenticity that is still foreign to other hunting sims. To wit: animals succumb to their wounds after several shots or after only one, depending on where you shoot the beast.

Certain critters will fight back, though, so be on the lookout for homicidal wild boars and grizzlies. *Wild Hunting Adventure* even offers



BAMBI'S LAST BREATH Venison will be the main course at our virtual dinner.



OUCH! Jump off the tree stand with your weapon drawn, and you'll shoot yourself.



BISON SCRATCH FEVER? Ted Nugent is known for being just as good with a bow as he is with a guitar. One wonders if this unlucky buffalo ended up on Ted's dinner table that night.

Taming the Savage Feast

Ted Nugent Doesn't Kill Animals for Fun: Them's Good Eatin'!

Call it a hunch, but I doubt that Ted Nugent has ever experienced an awkward silence in a conversation.

Give the outspoken, stringy-haired musician an audience, and he'll be more than glad to supply you with an earful of zingy Ted-isms. Here's what the 50-year-old guitarist had to say when we talked to him about his music, the new game, and hunting philosophies.

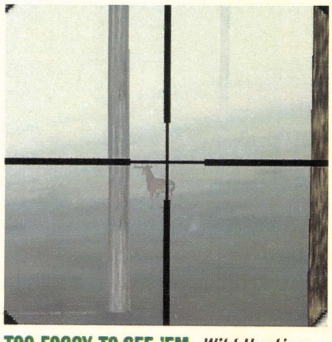
There seems to be a lot of Ted Nugent in this game.

Yeah, I insisted on that. There's a great spirituality in facing down your dinner. This hunting game had to represent that. If you're going to do something with Ted Nugent it's going to reek of Uncle Ted or I'm not going to do it.

I can only imagine what the household freezer looks like.

I killed 50-some deer last year with my bow–definitely more than my family needs, but we have a "Ted Nugent for the Hungry" program that distributes literally millions of venison meals a year across the nation to soup kitchens, homeless shelters, needy families, and special charities.

TED NUGENT INTERVIEW Continued on page **151** »



TOO FOGGY TO SEE 'EM *Wild Hunting Adventure* creates fog, but badly.



HEY, NICE RACK Nugent poses with his dinner.

Nugent is *everywhere* in the game. His disembodied voice chimes in with advice or a jibe as you plod through the game's hunting grounds.

some of Nugent's favorite recipes (boar chops, venison steaks).

However, the game isn't always realistic. Nugent explains in a video sequence the proper way to track a wounded animal—by following its blood trail on the ground—but in the game itself, either the trail doesn't exist at all or the graphics aren't detailed enough to show it effectively. Also, it's possible to get right next to animals before they note your presence and bound away.

Nugent is *everywhere* in the game. His disembodied voice chimes in with advice ("Never, ever run with your gun!") or a jibe ("Don't be a gomer!") as you plod through the game's hunting grounds.

And—surprise!—Nugent provides the game's background music, which includes some of his famous high-octane electric guitar anthems ("Cat Scratch Fever"), plus a few exclusive songs, including "I Just Wanna Go Huntin'," a ditty catchy enough to make the most ardent vegetarian dress up in camouflage and blaze orange.

TED NUGENT INTERVIEW Continued from page 150

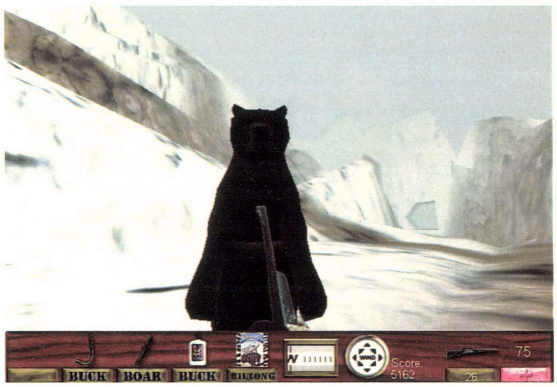
Hunting isn't exactly politically correct these days. Is it getting a bad rap?
The people who criticize hunting—they're the lunatic fringe. [Hunters] seek to participate hands-on in the cycle of life and death, which is inescapable regardless of the depth of your denial. My hunting provides pure, organic, high-protein, no cholesterol, low-fat sustenance for my family.

What do you think of *Deer Hunter* and the other hunting games?
I think they're bad. They don't give you real shots at animals the way an ethical, knowledgeable hunter would take them. The other games are put together by some armchair geek. Mine's a hunting game for a real man. If you miss, my animals will claw your ass.

Are there any new Ted Nugent albums in the works these days?
I've got a greatest hits package coming out next month. And the Damn Yankees will be in the studio for a new project this winter. I also have a solo album out next year, and I did an Aerosmith tribute album this summer that'll be out this fall.

If I wanted to pick up hunting, what's the most important tip to remember?
You've got to conduct yourself with perfect understanding of how your being and your actions either disrupt or harmonize with the wild. If you harmonize, you will be given the gift of flesh because you've earned it.

And if you disrupt?
You will buy chicken at your local supermarket.



TOO CLOSE FOR COMFORT This giant bear seems a little miffed that he's being shot at. Better make the next one count.

Tech Specs

PROCESSOR & MEMORY
- MINIMUM SPEC 200MHz & 32MB
- PREFERRED SPEC 300MHz PII & 96MB

CPU COMPATIBLE WITH: INTEL PENTIUM

GRAPHICS SUPPORT
- Software Rendering ✔
- Direct3D ✔
- 3dfx ✘
- OpenGL ✘

AUDIO SUPPORT
- EAX (SBLive!) ✘
- Aureal 3D ✘

MULTIPLAYER OPTIONS
- MULTIPLAYER SUPPORT
  Maximum number of players: N/A
- CD FOR EACH PLAYER? N/A
- MIN. INTERNET CONNECTION N/A

The Verdict — Wild Hunting Adventure

HOW THEY COMPARE

- **Deer Hunter II**
  Lacks Ted's personality, but still Grade A for hunting sim lovers.
- **Ted Nugent Wild Hunting Adventure**
  A fun, wild ride through the wilderness.
- **Cabela's Big Game Hunter II**
  It even has an African safari in case you feel the need for some exotic prey.
- **TNN Outdoors Hunter**
  More of a *Quake*-style shooter than a hunting sim.
- **Rocky Mountain Trophy Hunter II**
  A poor man's *Deer Hunter*.

GRAPHICS
■ Far from cutting-edge, the game's blocky visuals are the weakest parts of the game. Looks flat overall.
0 1 2 3 4 5 — 2

SOUND
■ Besides the occasional *kapow!* from your rifle, the game's most satisfying sounds come from Nugent's guitar.
0 1 2 3 4 5 — 4

MULTIPLAYER
■ Ted Nugent: Wild Hunting Adventure, sadly, does not support multiplayer hunting fun.
0 1 2 3 4 5 — -

PROS: Fun gameplay; great soundtrack; the recipe for the perfect venison pepper steak.

CONS: Like real hunting, it's slow-paced and requires lots of patience if you want to be successful.

OVERALL
Plenty of hunting thrills for both enthusiasts and novices, but the behind-the-times graphics hold it back.

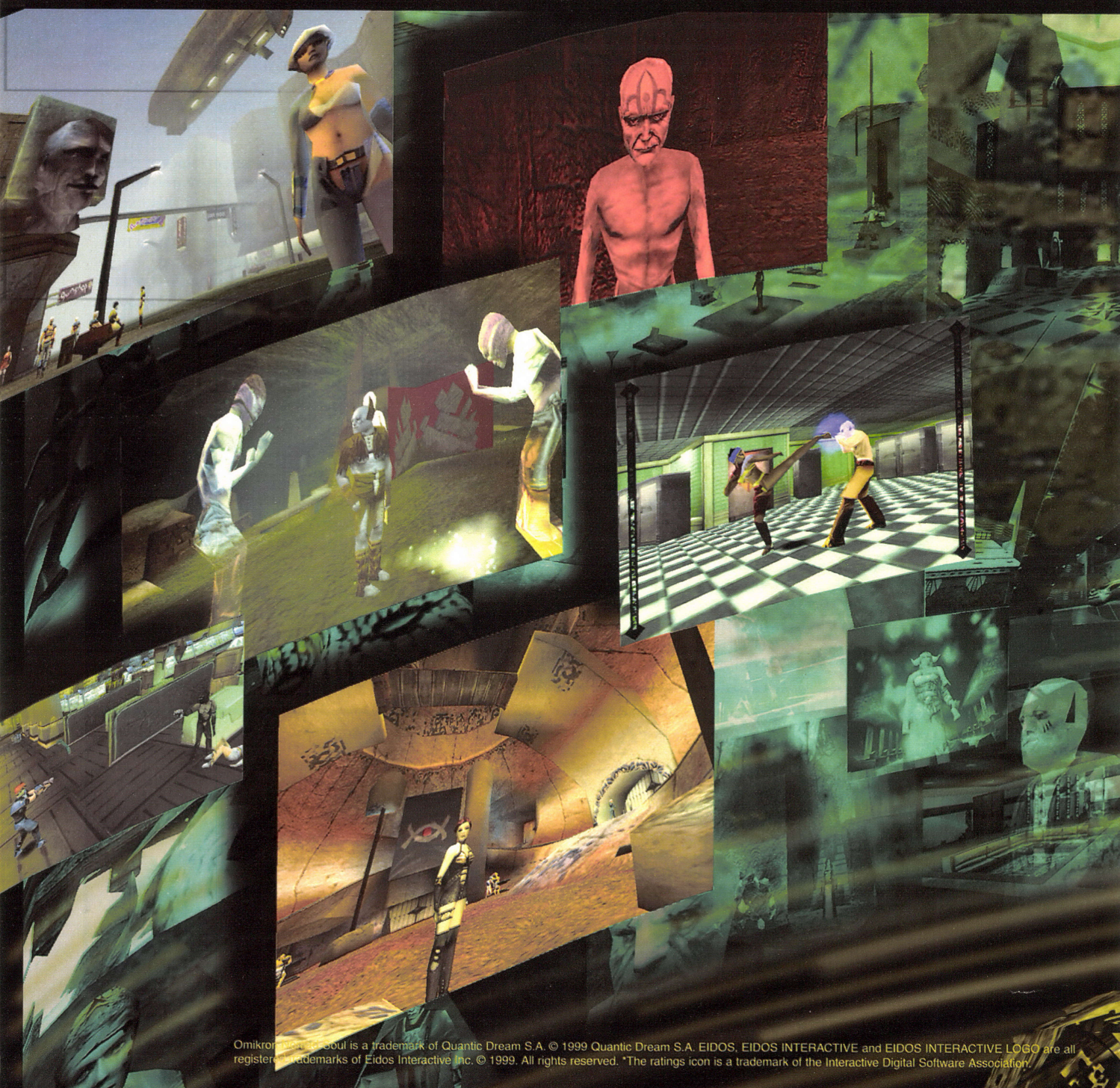
2 OUT OF 5

★★

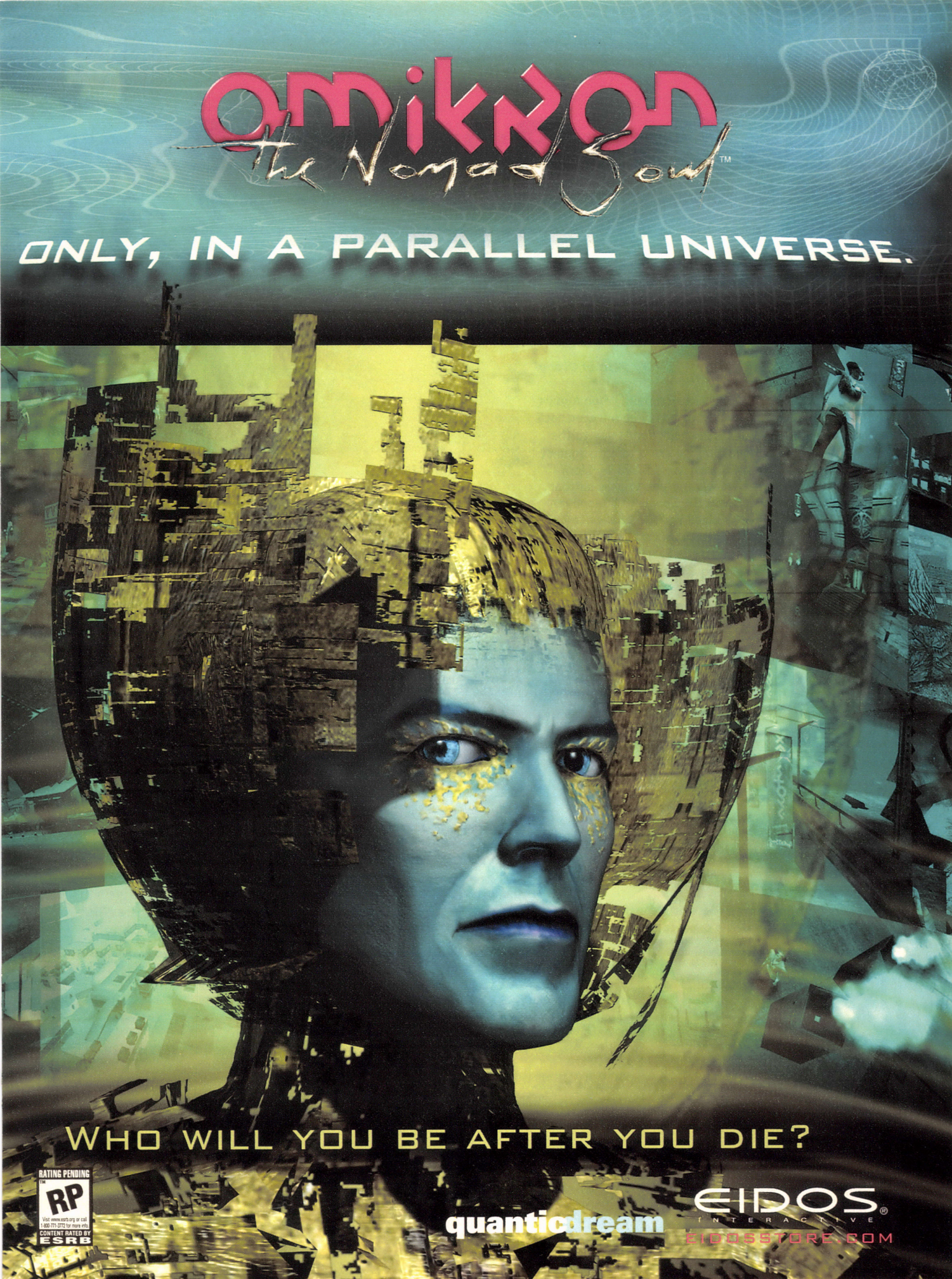
You think.
You fight.
You interact.

If you think you've figured it all out, think again. Parallel universes, virtual reincarnation, Zen-like odysseys. It's all new. It's all Omikron. Embark on a spiritual mission to save souls from the dark seduction of a decadent dimension. All without falling to countless temptations yourself. Adventure, exploration, combat and role-playing. And that continues even after you die. Omikron, is not just a great game. It's an experience. <Correction> It's an out-of-body experience

TRAVEL TO A NEW DIMENSION AT NOMADSOUL.COM



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omikron
the Nomad Soul™
ONLY, IN A PARALLEL UNIVERSE.
WHO WILL YOU BE AFTER YOU DIE?
RATING PENDING
RP
CONTENT RATED BY
ESRB
quantic dream
EIDOS
INTERACTIVE
EIDOSSTORE.COM

The Cup Runneth Over

NHL 2000 Is Back With Bigger Hits, More Goals, and the Option of Putting *Your* Face in the Game

FACT FILE ■ PUBLISHER **Electronic Arts** ■ DEVELOPER **EA Sports** ■ GENRE **Sports** ■ PLAYERS **1-12** ■ ESRB RATING **Everyone** ■ PRICE **$39.99**

GAME GLANCE
- 28 NHL Teams
- 20 National Teams
- 10 Tutorials
- 1 Stanley Cup
- No Mercy

The undefeated champion is back. *NHL 2000*, EA Sports' newest entry into its popular and highly acclaimed hockey series returns with many improvements.

–By Florian Stangl

Hockey means pain. When a puck hits your nose like a frozen rock or a cross-check sends you to the unyielding ice like a tomato against a brick wall, you know why Mom always wanted you to play softball.

Now EA Sports in Vancouver finally gives you the chance to become the NHL's next superstar. Their secret: "Face in the Game" technology. This EA-bred innovation allows you to import your own face into the game.

NHL 2000's biggest innovation, though, is the all-new dynasty mode. You start a career as a rookie and work you way up to win the Stanley Cup. You can also choose to just manage your team's line-up, using your own brand of coaching strategies. The career mode lasts for 10 seasons, during which you watch your player's skills change, acquire free agents, and work with rookies to help them become the next superstars. All real-life players in the game look like NHL players in the game, and all-new facial expressions add a lot to the atmosphere.

Jim Hughson and Bill Clement are your virtual commentators. They provide entertaining play-by-play speech and spout interesting color commentary and background information about the players.

Gameplay itself hasn't changed drastically from *NHL 99*, but it didn't need to. Upgrading to this new version really pays off if you are into Internet gaming-that's where *NHL 2000* really dominates.

incite Golden Award



DENIED! Excellent animations and detailed player models bring hockey to life. Check out Steve Shields as he makes a save against the Red Wings.



STICK SANDWICH The checks are hard and the action's fast. *NHL 2000* really delivers when it comes to hard-core hockey.

IT'S ON THE CD!
Play the *NHL 2000* demo on the *incite CD-ROM!*

Tech Specs

PROCESSOR & MEMORY
- MINIMUM SPEC: 166MHz & 32MB
- PREFERRED SPEC: 300MHz PII & 64MB

CPU COMPATIBLE WITH: INTEL PENTIUM, AMD K6-2

GRAPHICS SUPPORT
- Software Rendering ✔
- Direct3D ✔
- 3dfx ✔
- OpenGL ✘

AUDIO SUPPORT
- EAX (SBLive!) ✔
- Aureal 3D ✘

MULTIPLAYER OPTIONS
- MULTIPLAYER SUPPORT
  Maximum number of players: Pc 6, LAN 12, Internet 12
- CD FOR EACH PLAYER? Yes
- MIN. INTERNET CONNECTION 56k

The Verdict — NHL 2000

HOW THEY COMPARE

NHL 2000
Great graphics and challenging gameplay; you can import your own face.

NHL 99
Almost as good as *NHL 2000*, it only lacks reasonable Internet play.

Wayne Gretzky Hockey
Outdated graphics and too simple gameplay.

Brett Hull Hockey
Another big name, but still just another mediocre game.

NHL Open Ice
Fast action, but awful bitmap graphics and a lack of depth.

GRAPHICS
■ Detailed player models; authentic stadiums, and impressive animations; all the fun of the NHL on your computer.
0 1 2 3 4 **5**

SOUND
■ Almost perfect play-by-play and realistic chants from the crowd put you right in the middle of the action.
0 1 2 **3** 4 5

MULTIPLAYER
■ Compete in online leagues, play on one computer, or challenge other players over a LAN or the Internet.
0 1 2 3 4 **5**

PROS: Authentic look and feel; you can put your face on a player; big hits; fast action; great coaching strategies.

CONS: Goalies sometimes behave strangely; no way to change team logos; goals are scored by accident too often.

OVERALL
NHL 2000 delivers everything you can expect from a great hockey simulation, and even more.

5 OUT OF 5

★ ★ ★ ★ ★



CompUSA – Your Gaming Superstore.

Gaming gear in a toy store is an insult to the technology – and a hazard to the other toys.

COMPUSA

THE COMPUTER SUPERSTORE ®

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Jane's
COMBAT SIMULATIONS

Games for the military mind.

www.janes.ea.com

EIGHT PLANES. ONE PILOT. ONE DESTINY. Experience the life of a real fighter pilot as you fly the hottest planes in the U.S. Air Force. Track your progress through actual missions from Vietnam to Desert Storm — and future campaigns over Germany and the U.S. as you rise through the ranks. Then you can rank yourself against the best on the "Kill & Compare" board on the Jane's Combat Simulations web site. Using official USAF Red Flag training curriculum, it's the closest you'll get to actually flying for the U.S. Air Force.

The planes are ready. And waiting for the one who can master them all — you.



FLY THROUGH ULTRA-DETAILED TERRAIN. The Grand Canyon, Vietnam, Germany and Iraq, all rendered using precise stereoscopic satellite data.



TAKE THE CONTROLS OF 8 USAF JETS. From Vietnam-era jets like the F-4 Phantom, to tomorrow's F-22, you'll fly the world's greatest aircraft.

CREATED IN COOPERATION WITH THE UNITED STATES AIR FORCE

USAF

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Action-Pac



IN THE RIG

1. CPU: Intel Pentium III 450MHz, www.intel.com, $175

2. RAM: 128MB, www.kingston.com $175

3. Hard Drive: 9.1GB 7200RPM ULTRA 66, www.ibm.com, $160

4. Video Card: Creative Labs 3D Blaster TNT2 Ultra, www.soundblaster.com, $180

5. Sound Card: Creative Labs Soundblaster Live!, www.soundblaster.com, $65

6. CD-ROM Drive: Toshiba XM-6502 B 40x CD-ROM, www.toshiba.com, $50

7. Speakers: Cambridge SoundWorks FourPoint Surround FPS2000 digital speakers, www.soundblaster.com, $149

8. Monitor: ADI MicroScan G900 19-inch monitor, www.adi-usa.com, $400

9. Modem: 3Com U.S. Robotics 56K faxmodem, www.3com.com, $60

10. Keyboard: Microsoft Natural Keyboard, www.microsoft.com, $24

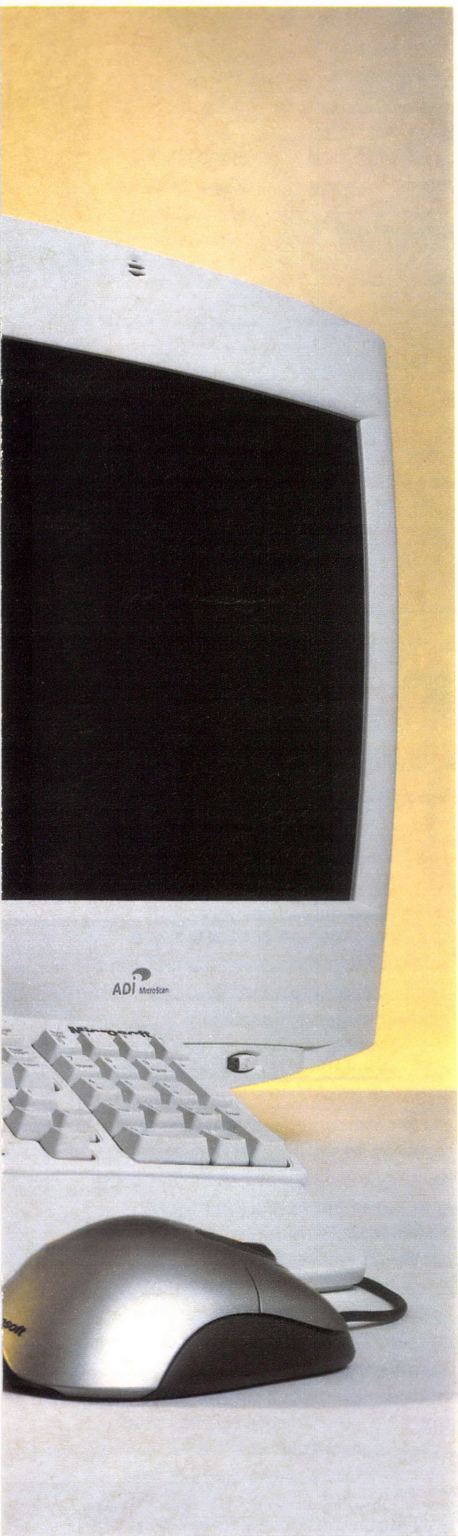
11. Mouse: Microsoft IntelliMouse Explorer USB Mouse, www.microsoft.com, $80

12. Controller: Gravis Xterminator gamepad, www.gravis.com, $25

Total cost: $1,553*

*prices calculated 9/9/1999 at www.pricewatch.com

ked Box



EACH MONTH, we'll bring you the perfect recipe for your own monster machine, customized to the kinds of games you play. | **THIS MONTH: Action Gaming Rig**

If you can bring your system up to spec or close to it, you'll get a great game experience from any action game you can find on store shelves today.

Graphics are the name of the game when you're playing a first-person shooter like *Half-Life, Kingpin,* or *Quake III: Arena.* You don't need the most powerful processors to play them, but you simply must pile on the 3D acceleration.

What's the big deal with 3D-accelerator cards? Well, 3D cards compute all of the game's complex 3D calculations so the CPU doesn't have to. The result: smoother, faster gameplay with no more slideshow deathmatches.

Computer-game graphics work in the same way as movies and videos. They show a series of still frames in rapid succession, fooling your eye into thinking that it's seeing motion. Film and video operate at roughly 30 frames per second. With 3D acceleration, even the most demanding games can run at least that fast, and at that frame-rate, your eyes will be none the wiser.

Another Advantage to 3D acceleration is a higher level of detail. Each object in the game world is made up of pixels on the screen. Hence, the more elements you have in an environment, the slower your machine will take to draw them. But if you have a 3D card that takes over those chores, you end up seeing much more detail with a much smaller performance drop.

Want to give your computer a complete graphics overhaul? Plug in Creative Labs' 3D Blaster TNT2 Ultra. Not only do you get 32MB RAM worth of TNT2 Ultra muscle, but Creative Labs' Unified drivers allow you to play glide-enabled and Direct3D games.

Our monitor choice is ADI's MicroScan G900. Drop another $10 and you can get a USB hub that attaches to the monitor. Those four additional USB ports will keep you from crawling under the desk to plug in extra peripherals.

For surround sound, the Soundblaster Live! sound card and Cambridge Soundworks speakers are an awesome deal.

For a CD-ROM we chose a Toshiba XM-6502 B 40x CD-ROM. You could get a faster drive, but you would never notice the difference in gameplay.

For a keyboard/mouse combo we used Microsoft's Natural Keyboard and IntelliMouse Explorer. For a gamepad, we recommend the Gravis Xterminator, with its ample buttons and comfortable control as well as simple key-mapping software. It's also great if you are into flight sims.

Keep in mind that this is all just a rough blueprint of what you can do with your own system. We're confident that if you can bring your system up to spec or close to it, you'll get a great game experience from any action game you can find on store shelves today.

Stay tuned for the next issue, Maverick, 'cause we'll show you how to build a *Top Gun*-quality flight-sim rig.

OFF THE SHELF

If you're going to buy a new action game computer outright, here's how one system stacks up:

Dell Dimension XPS T500

CPU: 500MHz Pentium III processor

RAM: 128MB, 100MHz SDRAM

Hard Drive: 13.6GB Ultra ATA hard drive

Video Card: 16MB 3DFX Voodoo3 3000D AGP graphics card

Sound Card: Turtle Beach Montego II A3D320V

CD-ROM Drive: 40x max variable CD-ROM drive

Speakers: Altec Lansing ACS-340 speakers with subwoofer

Monitor: 17-inch (16-inch viewable, .26dp) P780 monitor

Modem: 3Com USRobotics V.90 PCI Telephony WinModem

Keyboard: QuietKey keyboard

Mouse: MS IntelliMouse

Price: $1,894*

*price calculated 9/9/1999 at www.dell.com

THE TOOLBOX

These 3D action titles will run great on your new PC.

- **Aliens vs. Predator**, Fox Interactive
- **Half-Life**, Sierra
- **Quake III: Arena**, Activision
- **Unreal Tournament**, GT Interactive

A Tale of Two Mice

TESTED | These New Peripherals Offer Some Revolutionary Changes to the Ubiquitous Rodent

IntelliMouse Explorer

Microsoft, $74.95
(800) 426-9400, www.microsoft.com

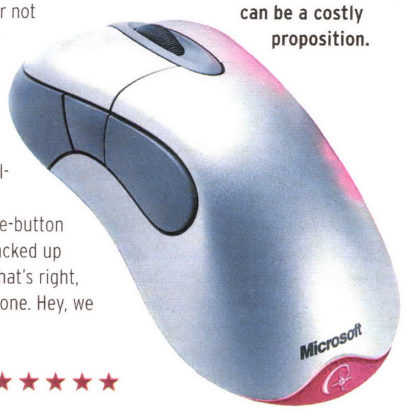
incite Golden Award

This is a mouse? If so, it belongs on the bridge of the *USS Enterprise*.

Lift up Microsoft's IntelliMouse Explorer and take a peek at the tiny red light underneath. That laser not only provides digital precision, but it also eliminates the hassle of moving parts that collect dust. Without the track ball on the bottom, the mouse is always as smooth as silk.

This comfortable five-button mouse is pricey, but it's backed up with a lifetime warranty. That's right, you'll never need another one. Hey, we can dream, right? *–DG*

BRILLIANT Taking a bridge can be a costly proposition.



Overall ★★★★★

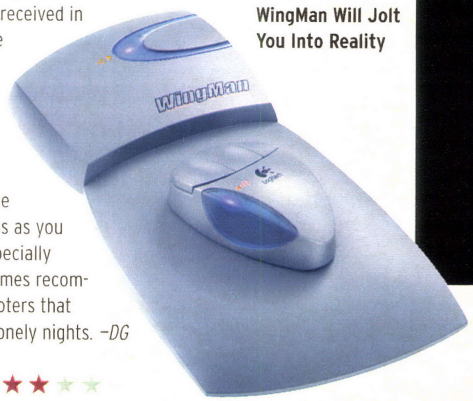
WingMan Force Feedback Mouse

Logitech, $99.95
(510) 795-8500, www.logitech.com

My hand jerked to-and-fro atop the WingMan Force Feedback Mouse as the device kicked back with simulated gunshots, rattled with machine-gun fire, and went into epileptic fits with explosions. It was the best massage my right hand had received in weeks. Force-wise the mouse worked well. It was amusing while playing *Half-Life*, but I had trouble finding other games that worked properly with the mouse.

With non-game use, the mouse hops, skips, and jumps as you move through programs–especially *certain* Web sites. So, this comes recommended for first-person shooters that support it...and those long, lonely nights. *–DG*

SHOCKING The WingMan Will Jolt You Into Reality



Overall ★★★☆☆

Get What You Pay For

TESTED | **Adventure Series CT-6521D**, $699, Future Power, (408) 261-7830, www.futurepower.com

VALUE? NOT QUITE This "bargain" machine isn't worth the money.



FACTFILE

- 400MHz Celeron CPU
- 64MB RAM
- 6.4GB Hard Drive
- 6x DVD-ROM
- 8MB 3D ATI Rage Graphics Card
- Stereo Amplifier/ Equilizer
- 2 Tin Cans (Oops, Speakers)

Try being all things to all people, you please none. Case in point: the CT-6521D.

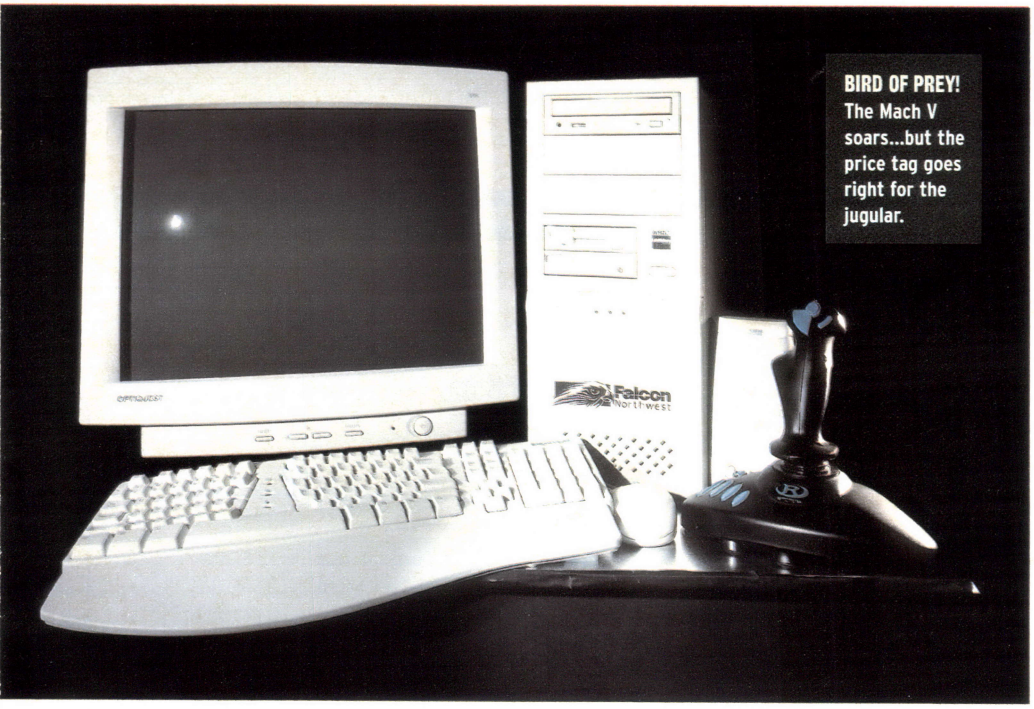
The CT-6521D, at $699, is billed as a value machine. However, it doesn't include a monitor, and many of its components are at best second-rate. (For example, the graphics card is obsolete.)

There are cheaper machines of comparable quality, eMachines for example, that come with a display. As for the amplifier/equalizer, it's a baffling addition to this system, since the sound card only supports one set of speakers. And those speakers? We've heard two tin cans attached with string sound better.

In short, you'll need to upgrade all these parts to turn the system into a half decent computer gaming machine–and in the process you'll jack up the price until it's comparable to that of a "real" computer.

–Di Luo & Darren Gladstone

Overall ★☆☆☆☆



BIRD OF PREY! The Mach V soars...but the price tag goes right for the jugular.

Worth the Cash

TESTED | **Mach V**, $3,499, Falcon Northwest, www.falcon-nw.com

FACTFILE

- AMD Athlon 700Mhz CPU
- 128 MB SDRAM
- ZIP Drive
- Guillemot Xentor Ultra TNT2 32MB
- Diamond MX-300
- 18GB hard drive
- Creative Labs FPS 2000 Four-Point Digital Speakers
- Microsoft Natural Keyboard
- Microsoft IntelliPoint mouse.
- 40x CD-ROM
- Optiquest 19-inch .26dp monitor
- ThrustMaster Reflex USB flightstick

Want a top-notch car? Get a Rolls Royce. Hankering for a high quality meat? Try some filet mignon. Got some money to burn on a hot-rod gaming computer? Buy a Falcon Mach V and you can't go wrong.

Falcon custom builds gaming computers and for the newest wave they're using AMD's new Athlon 700Mhz processor instead of a Pentium III. Initially, we were skeptical about using anything without that cute "Intel Inside" swirl, but we quickly changed our tunes. We played everything from *Kingpin* to *Quake III: Arena* and found that games moved faster than a hot knife through butter at higher resolutions (1600x1200, 32-bit color).

To put this in perspective, we've been playing with current top machines from Dell and Gateway and each time slowdowns occurred on the Pentium III units, the Athlon kept on chugging with Olympic caliber performance.

The Mach V shines straight out of the box. Simple directions dissect everything about your new PC and a bound spiral notebook containing all its vital statistics makes those installation headaches melt away. But even more comforting is the tech support. The company guarantees that if a problem can't be resolved over the phone, Falcon will overnight the computer in for repairs and ship it back within a day.

We did, however, run into minor incompatibility issues with some USB devices on the Mach V. The Joystick that came bundled with the system, for example, caused a few graphics hiccups. We've been assured, however, that this is due to our early prototype model, and will be fixed.

Falcon makes a great machine but ultimately, it comes down to a question of price. Even with the monstrous amount of hardware under the hood, the $3500 price tag was a little hard to swallow considering similarly stacked Pentium III 600s (700s unavailable at press time) from Dell and Gateway cost about $800 less. That is the only reason why we can't give it a 5-star rating...but it still comes highly recommended.

–Darren Gladstone

Overall ★★★★☆

TESTED

3D Revelator Glasses

Elsa, $89, (800) 272-ELSA, www.elsa.com



HEY, FOUR EYES The 3D glasses that only a geek can love?

Throw on these funky shades and you'll be ducking under your desk to avoid bullets. Any game, new or old, that runs off Direct3D can now get eye-popping 3D effects. The effects look very convincing, and give old games new life.

Thanks to new drivers, these glasses work with any TNT or TNT2 graphics board. The drawback: no support for Glide games like *Quake III: Arena*–one big star off for that. Otherwise, make sure to occasionally take off the glasses and keep telling yourself "It's only a game." *–DG*

Overall ★★★☆☆

TESTED

SideWinder Dual Strike

Microsoft, $49.95, (800) 426-9400, www.microsoft.com



OUT OF CONTROL This gamepad will throw you, so hang on!

The SideWinder Dual Strike controller is supposed to be a first-person shooter controller, but it looks more like an evil boomerang. It's awkward to get your hands around, but it's strangely comfortable. The left side stays steady with a thumb pad while the right side twists and turns to simulate mouse movement.

If you're a little keyboard/mouse phobic, this may be a good solution...just be patient. If not, you're likely to chuck this out the window to see if it comes back. *–DG*

Overall ★★☆☆☆

Gearheads

TECH Q&A | BY DARREN GLADSTONE

ILLUSTRATIONS BY A.J. GARCES

The Big Question of the Month

3D or Not 3D?



Q: My PC's 3D card is getting long in the tooth at this point and I need a new one. But there are so many options, I don't know where to start.

A: There's a lot of confusion and way too many choices for video cards, so let's take it step by step. First off, does one card or two handle all your graphics?

As a general rule of thumb, most computers are now sold with combo 2D/3D cards, nVidia's Riva TNT, for example, which pretty much do everything but wash the dishes.

Swapping these cards is usually a quick, in-and-out operation (check out our CD-ROM). Two good choices are 3dfx's Voodoo3 3000 and Creative Lab's 3D Blaster TNT 2 Ultra cards.

But if you have an older PC, you may have one card handling the 2D graphics while a separate card packs the 3D punch. This isn't a bad thing, so long as your 2D graphics card has at least 8MB RAM.

If you want to turn your old Pentium II/233MHz into a beast, we'd recommend that you get two Voodoo2 cards. Only the Voodoo2 boards can perform as a tag team through SLI connectors to double the processing power.

IT'S ON THE CD!
Learn how to install a 3D card from our video!

Say What?

- SLI: When two Voodoo2 cards work together to double 3D graphics performance
- 3dfx: Company that makes the Voodoo 3D chips
- nVidia: Company that makes the RIVA TNT 3D chips

Molasses Moves Quicker

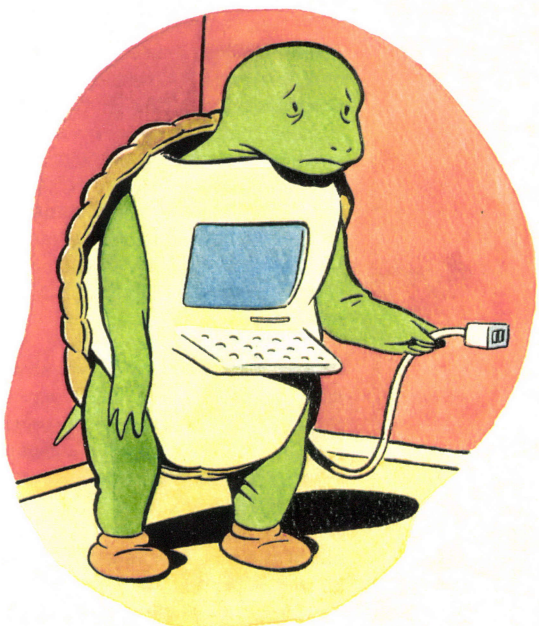
Q: I'm trying to play games online, but things keep crawling to a halt. What can I do to improve my connection?

A: Ugh! Who hasn't had this problem? This happens all too often and there is no simple answer. The difficulty starts with the connection you have and varies depending on your ISP, phone line, and computer.

Myth number one is that you're going to hit 56Kbps with a 56K v.90 modem. If you're logging in over a standard phone line, the speed of sending data actually hovers around 33.6Kbps (although your downloads may be faster. Our record over a regular phone line was 48Kbps.

Line noise is another problem. When you pick up your phone, do you hear static? That can also trip things up. Call the operator and have them test for line noise.

One solution we highly recommend is looking into getting a Digital Subscriber Line (DSL) connection. If it is offered in your area, you can connect at speeds of over 300Kbps for as little as $50 a month. Plus, your phone line won't be tied up while you're online.



We want you to badger us with any computer questions you can come up with. So start thinking up some good stumpers now. Send your questions to: *incite PC Gaming*, 650 Townsend St., Suite 305, San Francisco, CA 94103. Or email us at: gearheads@incitepcgaming.com.



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www.gamestop.com

Darkness falls over the city. Not the kind of darkness that comes with the absence of light, but rather the absence of good. And while many prepare to naively celebrate the new millennium, a small mysterious cult, known as "The Fallen", prepares to fulfill the dark promise of an evil prophecy. Yet, left standing between these "Fallen" ones is a rookie cop and a disillusioned ex-cop.

One woman...one man...one goal...survival.



Good cop or ex-cop? The choice is yours as either the youthful, hand-to-hand combat super-sleuth, Officer D'Arci, or disgruntled, street-smart weapons expert, Roper McIntyre.



Explore and interact with anything and everything, as you carry out your objectives across 27 mission-based levels, within a 200 x 200 block cityscape.

Mucky Foot

RATING PENDING
RP
CONTENT RATED BY
ESRB

3dfx

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URBAN CHAOS



Part action, part adventure - all potentially lethal, as you platform your way through five distinct sections of the city.



Brutal street fighting awaits on the Union City streets, with intense hand-to-hand martial arts combat, vehicle chases and drive by shootings, and desperate automatic gun shootouts in dark alleys.

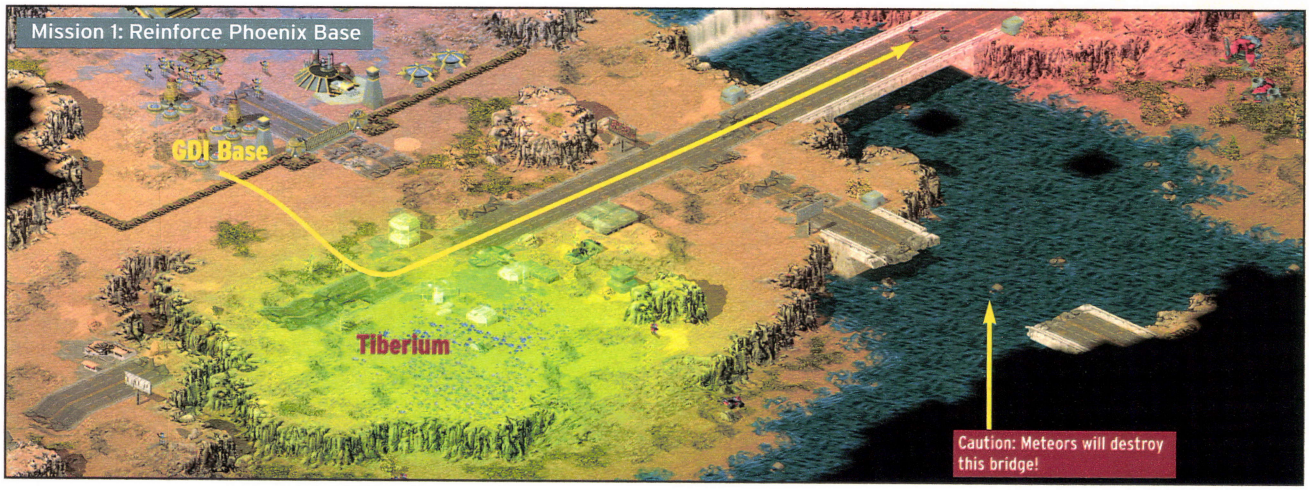
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For a closer look go to eidos.com

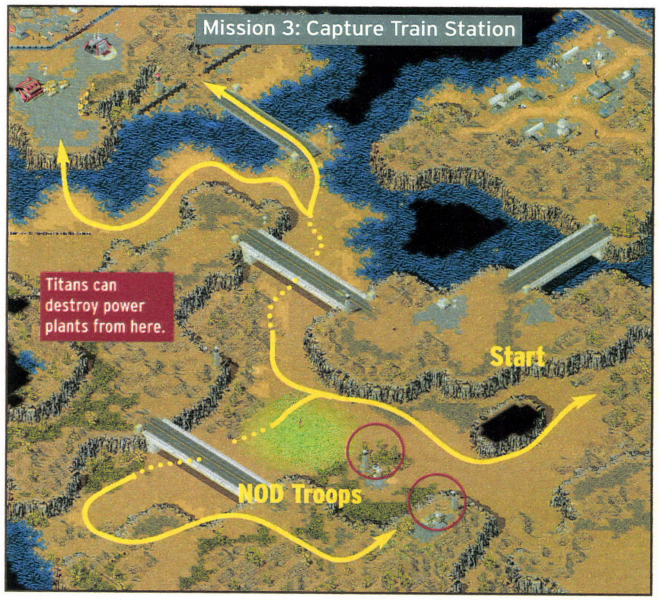
The GDI Mission Maps

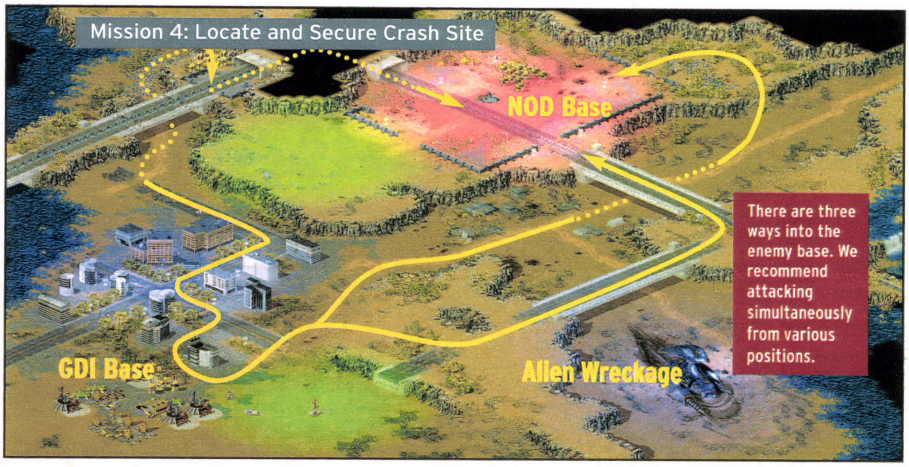
NOD Maps Start on Page 173

KNOW YOUR WAY AROUND Our Exclusive *C&C Tiberian Sun* Mission Maps Will Help You Kick Some Serious NOD Butt







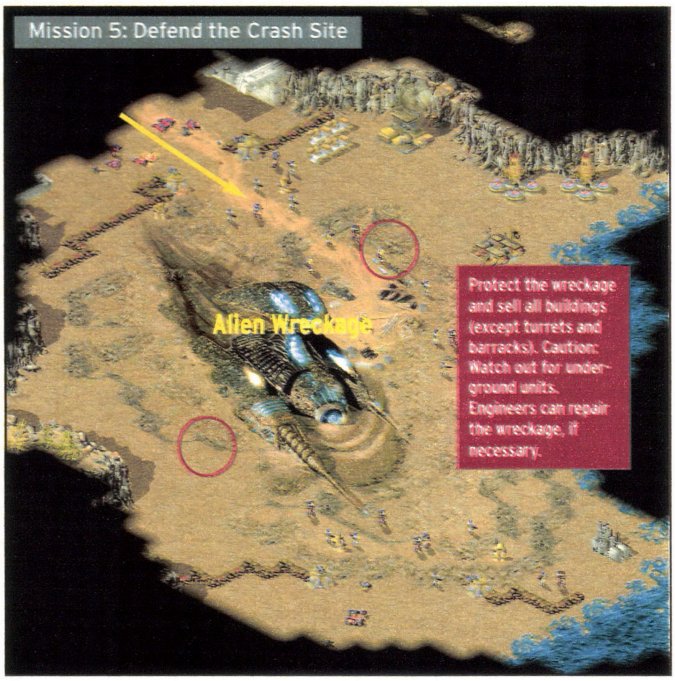


GDI UNITS

Light Infantry These boys are no longer just cannon fodder. They're cheap, but they're effective, and they can take on most vehicles when supported by medics.

Disc Throwers
Tiberian Sun's answer to the Grenadier, they are highly effective against vehicles and structures. Watch out for friendly fire though.

Jump Jet Infantry
As well as being fast to reach a battle, they also make great explorers. Use them to reveal the location of your enemy's defenses.



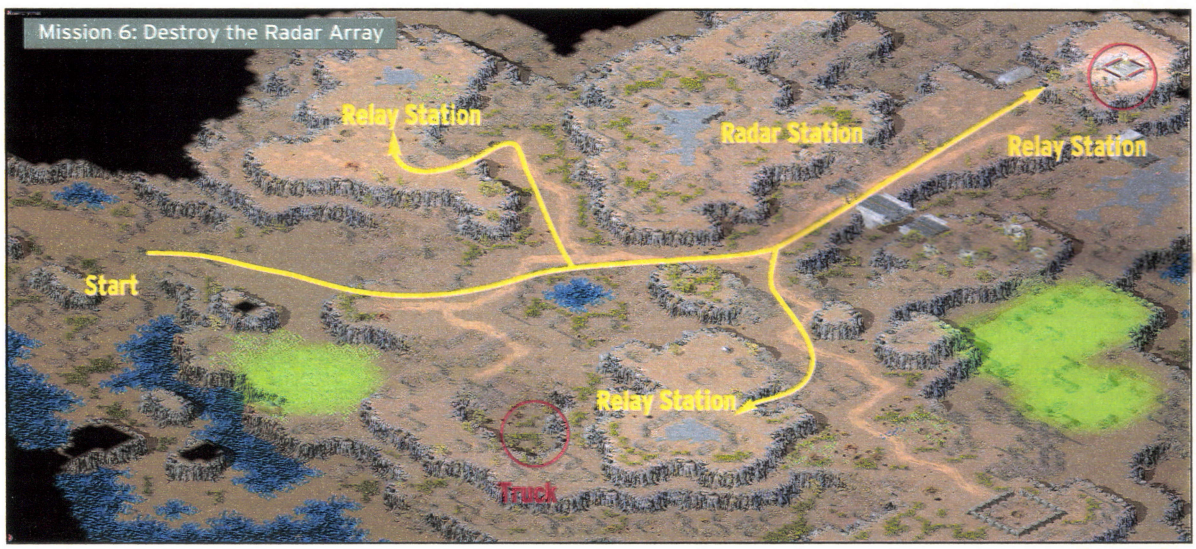
GDI UNITS (cont.)

Engineers
These guys are the backbone of any dark side player. You can take over an enemy building with one engineer.

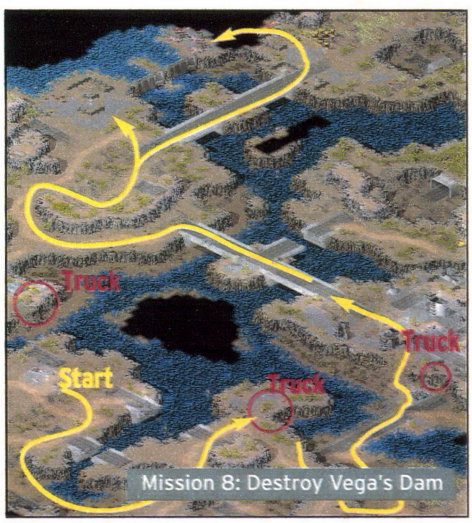
Wolverine
Ideal for patrolling your base as well as fighting in small skirmishes.

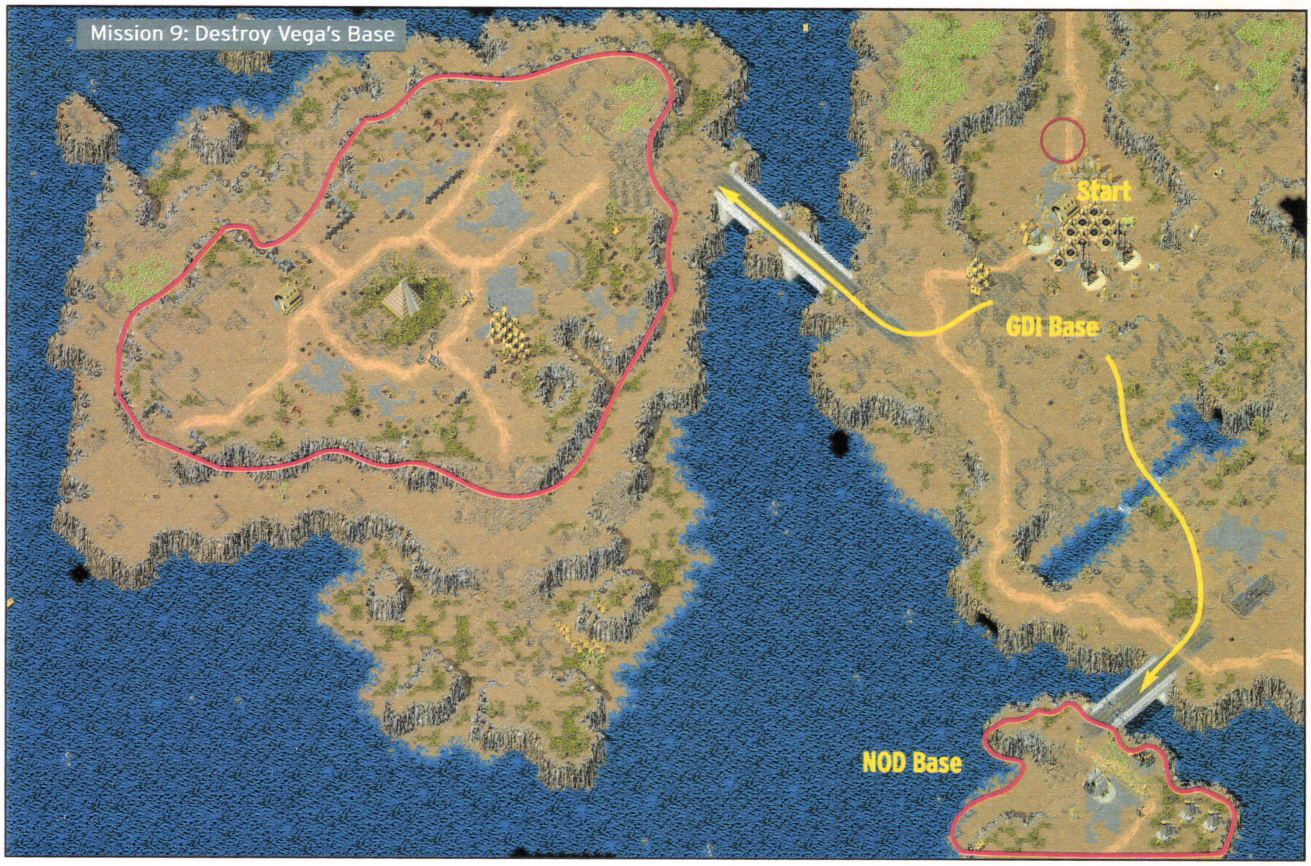
Amphibious APCs
Send your troops across water or land. What more could you want?

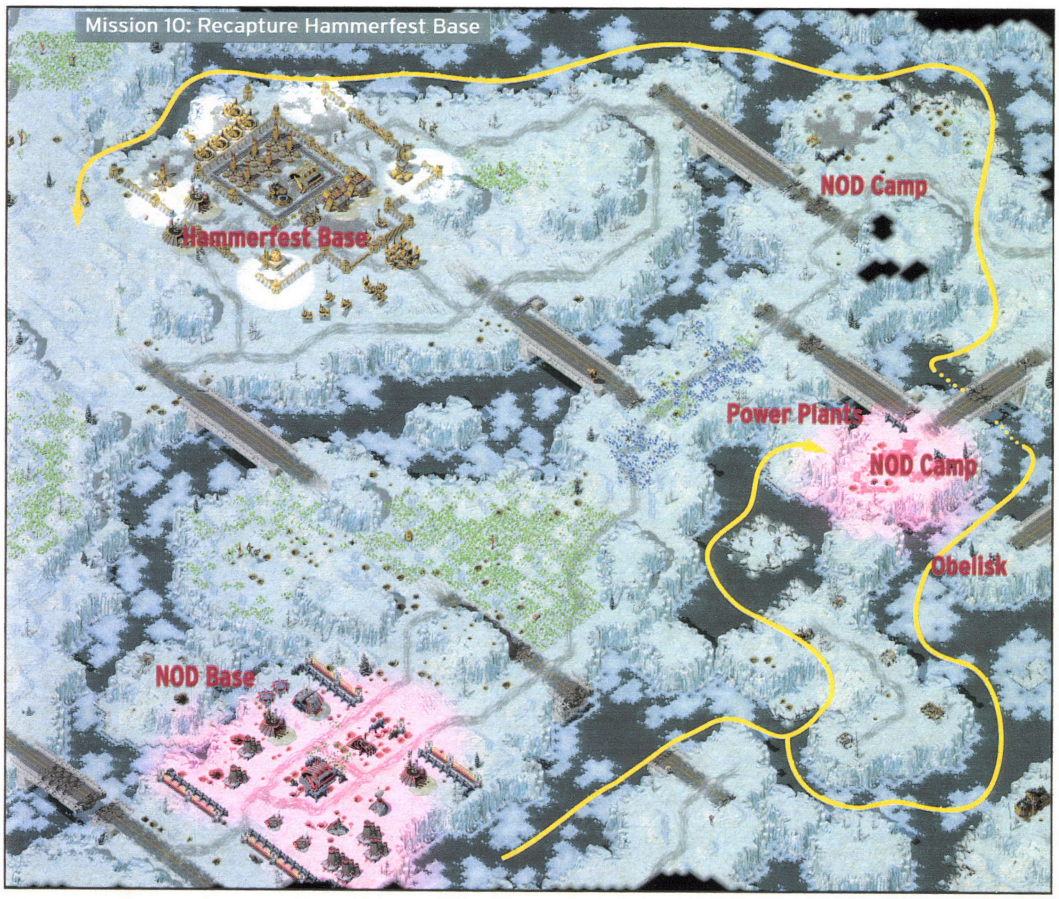
Titans
The equivalent of the GDI's Medium Tank in the original *Command & Conquer*. Build up as many of these as you can. Not only can they blast enemies, but they can also trample them. Nice!











GDI UNITS (cont.)

MRLS

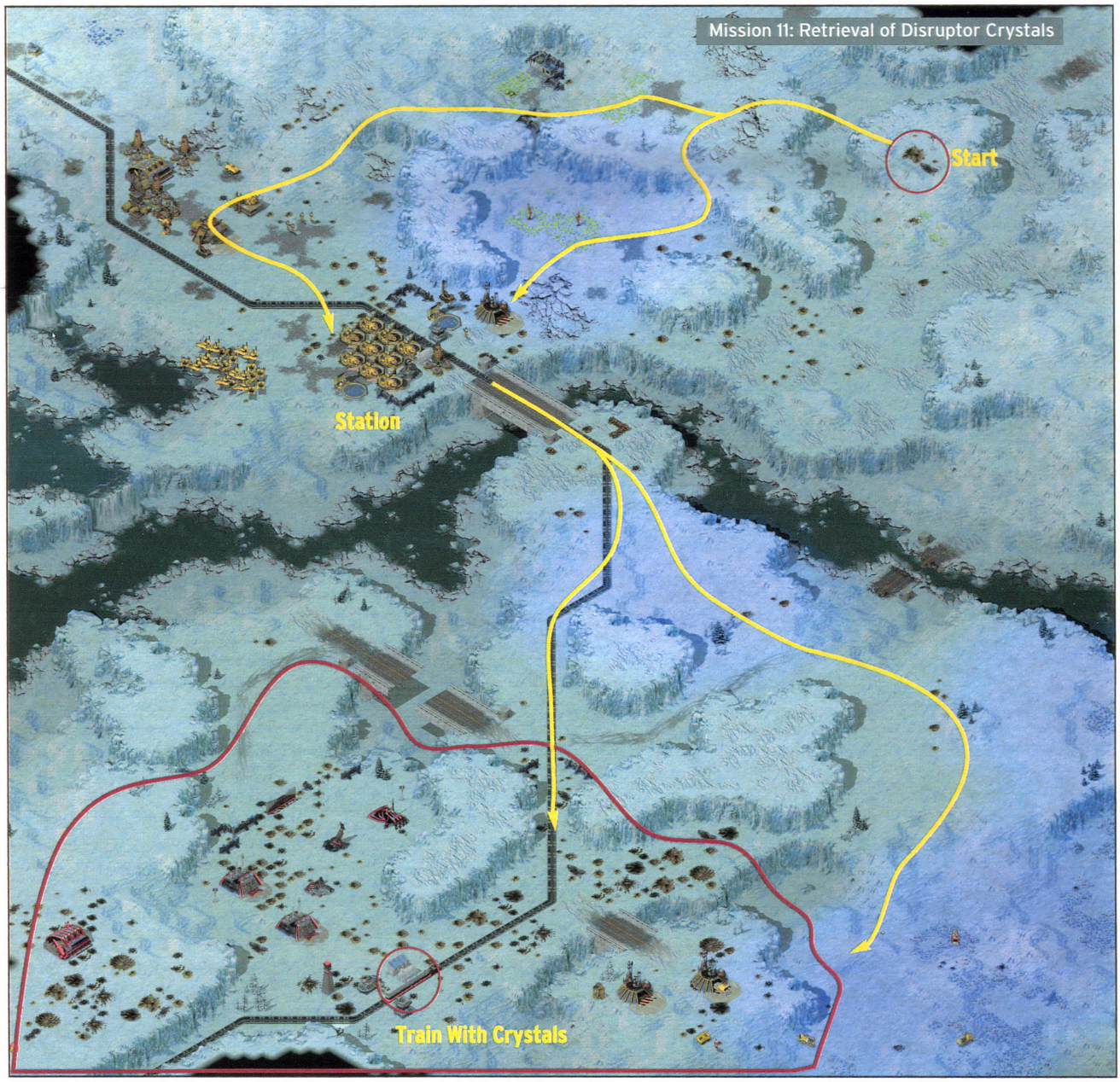
Great all-around defensive units for hitting both air-borne and land vehicles.

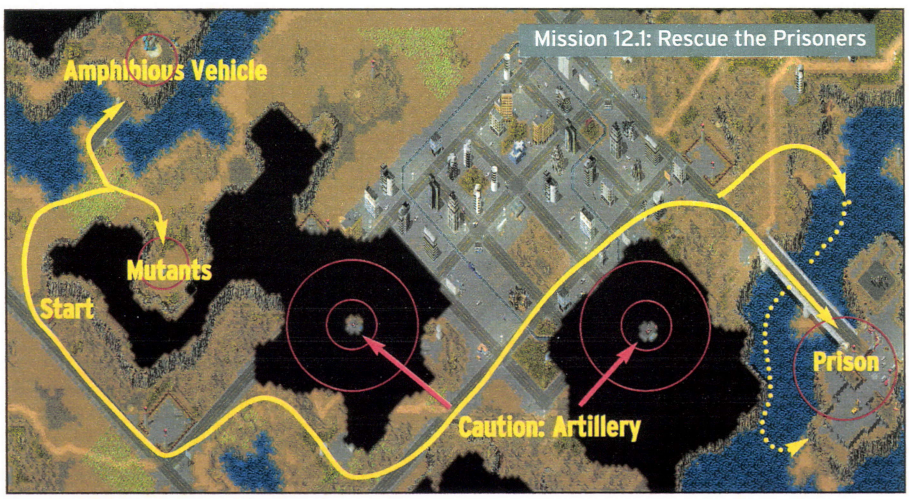
Disrupter

This is a powerful tank indeed. It is lethal to both ground troops and vehicles and makes a great defensive unit. You need to be careful though, as it's prone to friendly fire.

Mammoth MKII

Extremely effective, but expensive. Drop behind enemy lines with your ORCA Carryalls and watch the fun.





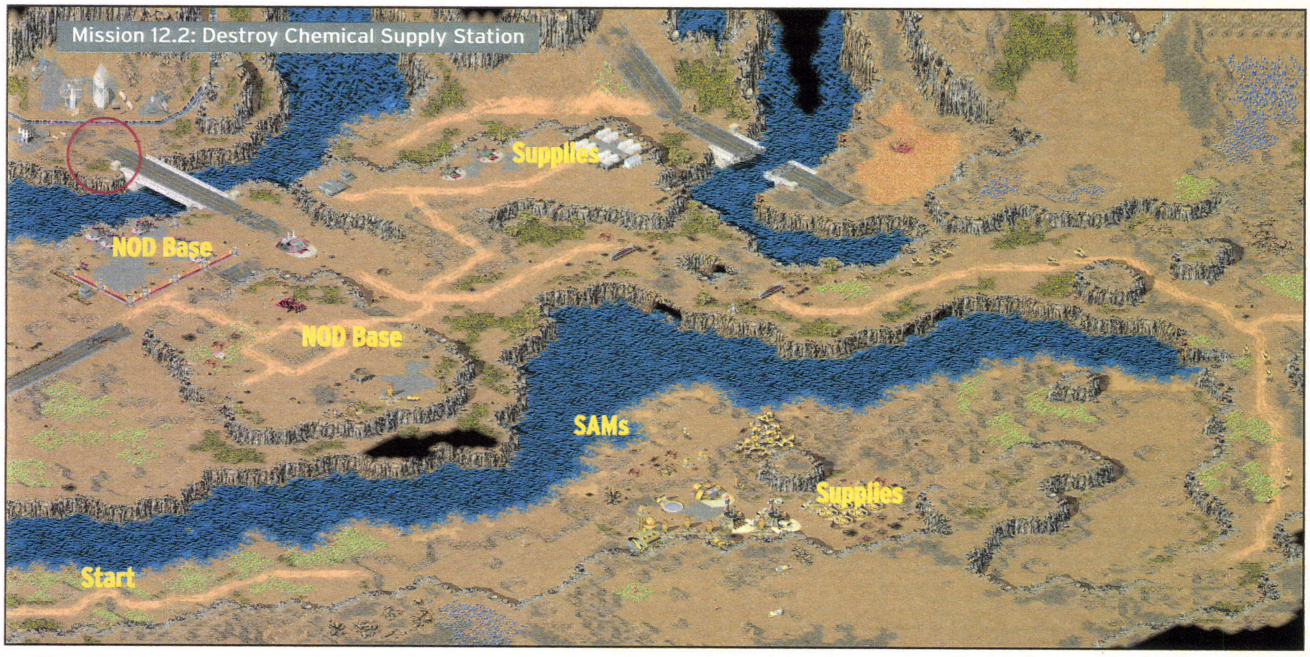
GDI UNITS (cont.)

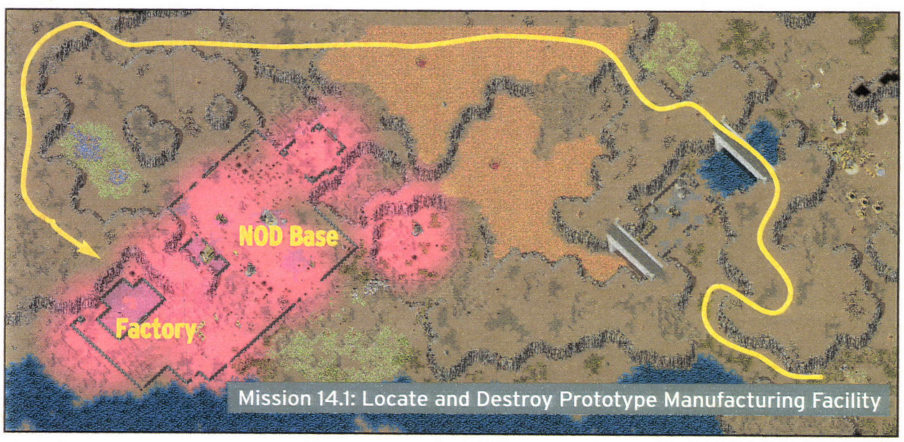
Mobile Sensor Array

Detect enemy movement, both above and below ground, even in shrouded terrain. Ideal as forward early-warning system.

ORCAs

There are several different types of ORCAs, all of which are extremely effective.



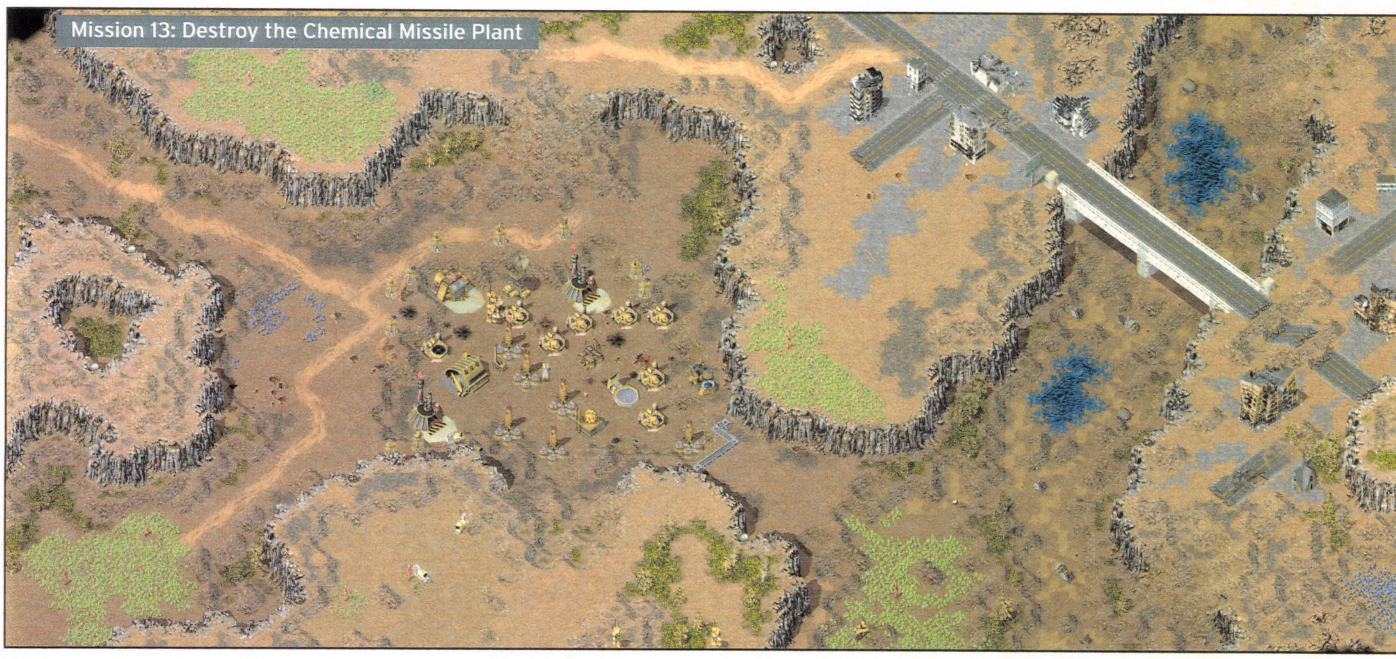


GDI STRATEGY

Watch Your Friendly Fire

Be careful where you place your troops, as you can end up killing more of your men than your opponents do. Disc Throwers and Flamer units are the worst culprits for this.

To prevent too much damage from friendly fire, spread your troops out and try to keep different types of infantry in separate units. The same can also be said for certain types of vehicles, such as Sonic Tanks and Flame Tanks. Try to incorporate some Medics into the mix.

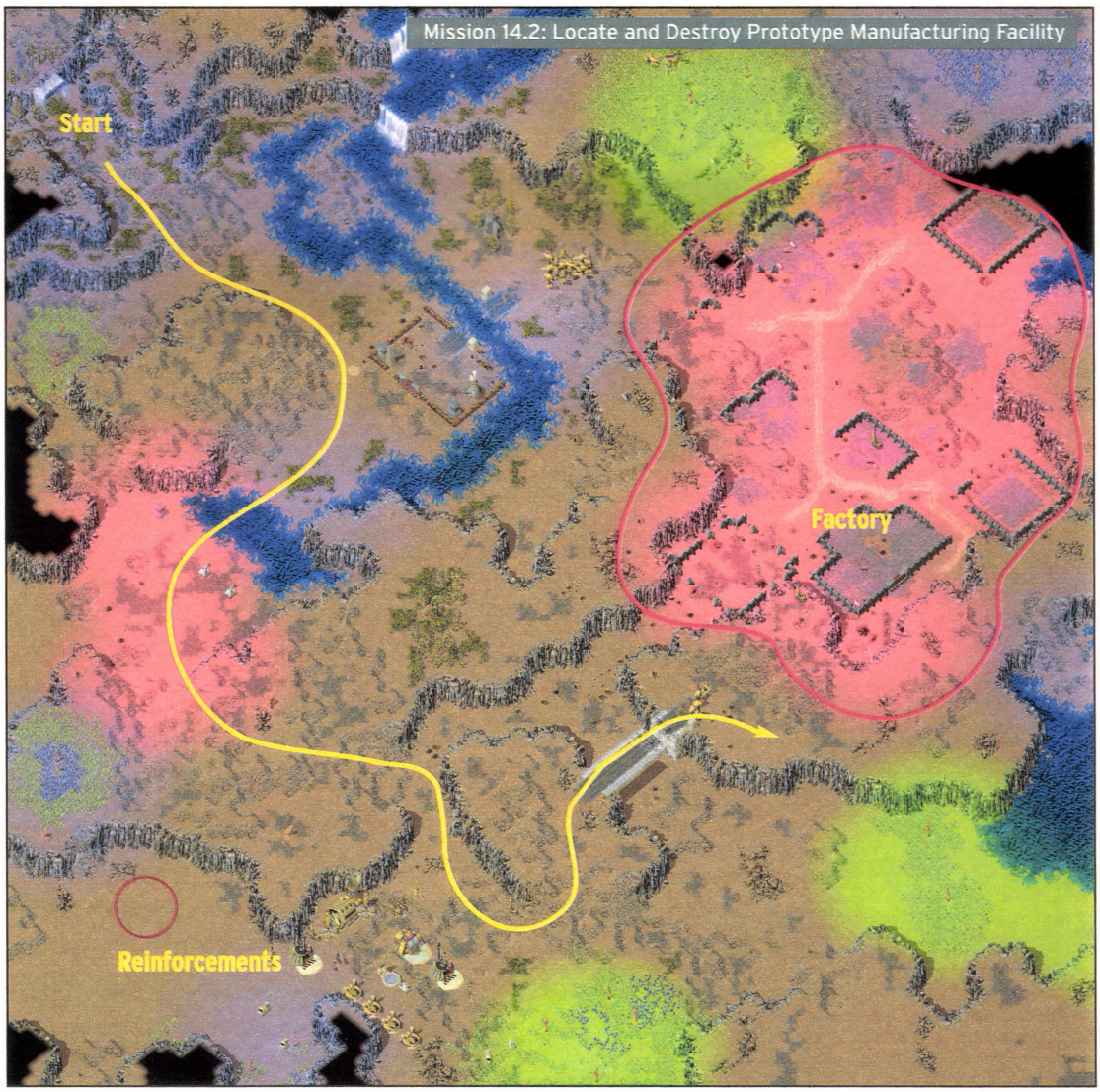


GDI STRATEGY (cont.)

Fortify Your Base

Walls and defensive structures are cheaper and faster to build now, but to repel pesky onslaughts, you can't beat a mass of medium-sized units inside your base.

Keep several heavy units in close proximity to your base to turn back any sudden attacks. To increase the efficiency of your defending forces, use plenty of different types of units. For example, Titans or Tick Tanks will comfortably be able to deal with most heavy weapon attacks, but to mop up any infantry units you may want to consider Wolverines or Cyborg Infantry.



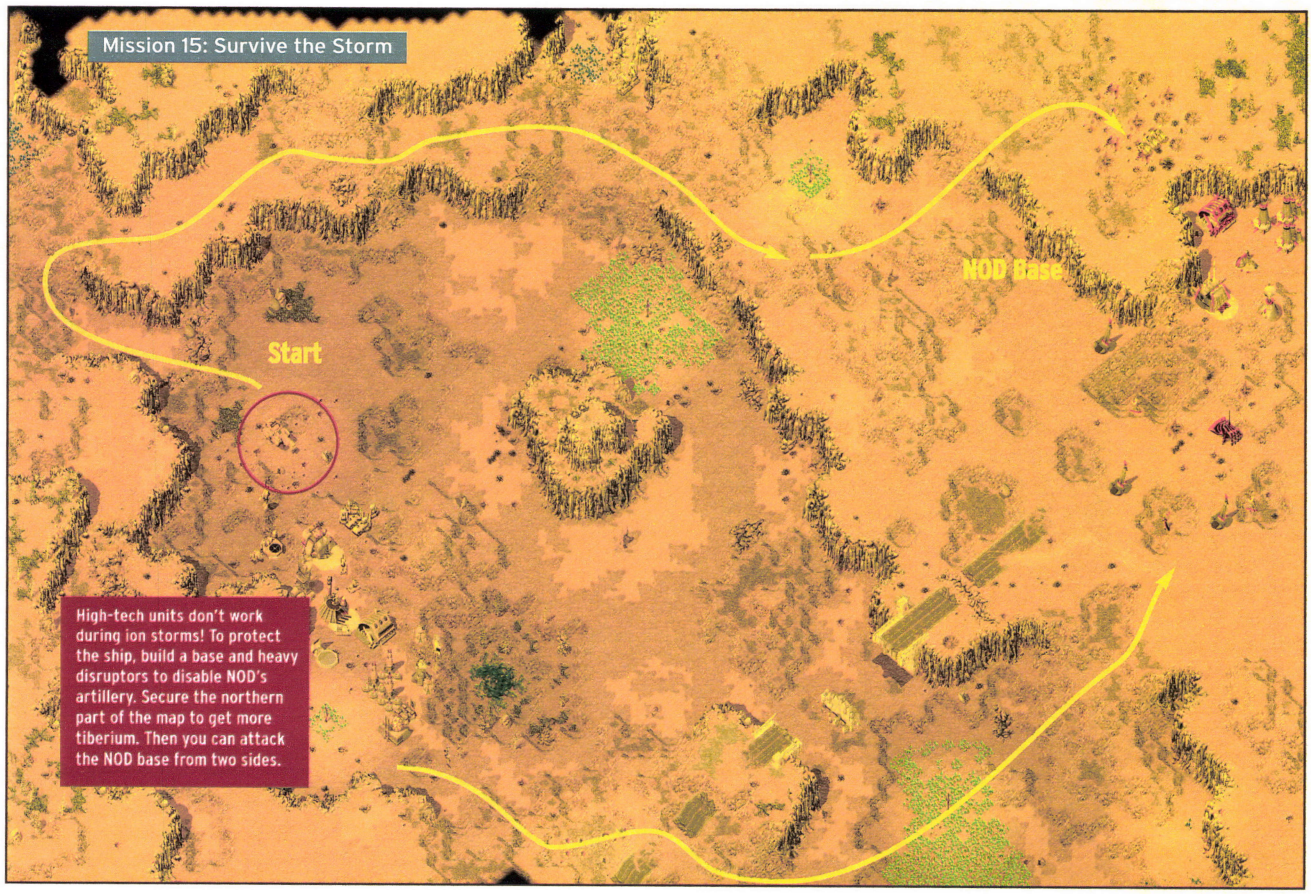


GDI STRATEGY (cont.)

Burning Fire Walls

Walls still can play a vital roll in defending your base. They allow you to channel enemy units into ambush sites and dictate any enemy's approach path to your base.

The use of the Firestorm walls is also vital in later missions. Build Firestorm walls about 10 squares from the edge of your base and activate them as soon as you hear an enemy missile launch. Any missile will crash into the shield and any chemical or biological gas clouds will soon fizzle out.

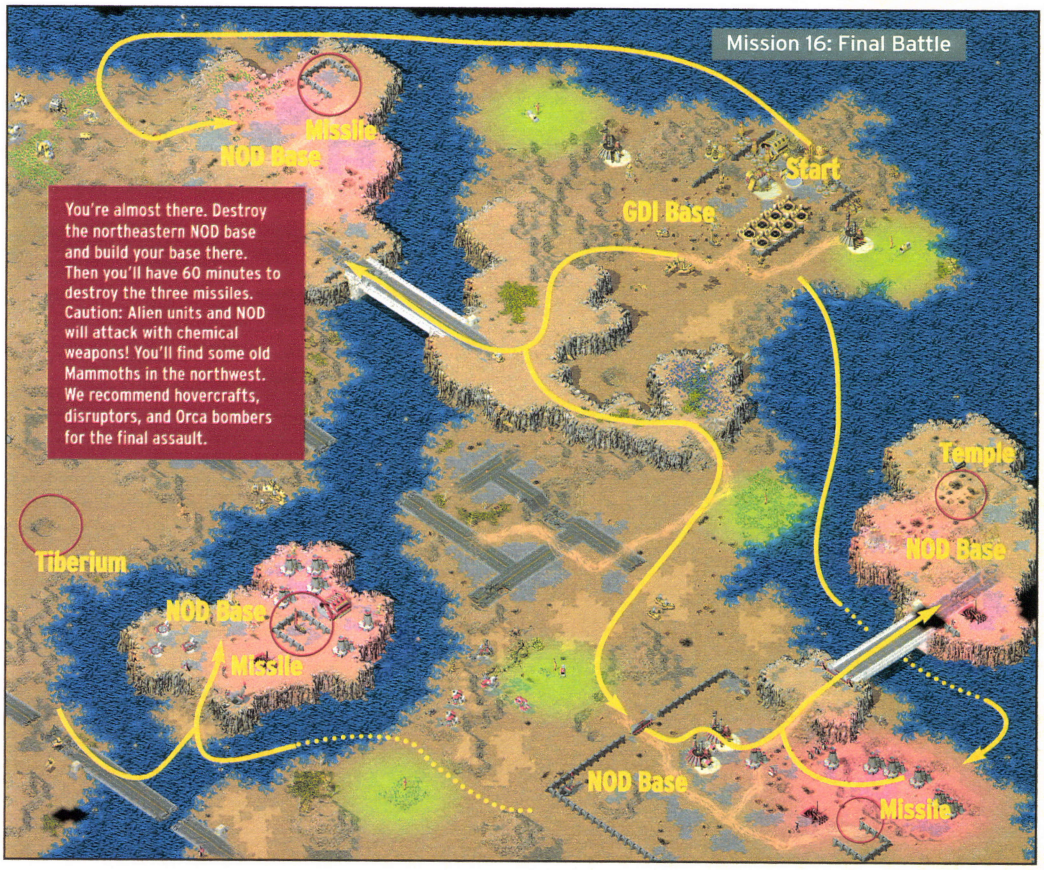


GDI STRATEGY (cont.)

Subterranean Trauma

The enemy will probably use subterranean attacks with stunning regularity, so place your mechanized units on the land where they keep appearing to stop their attack.

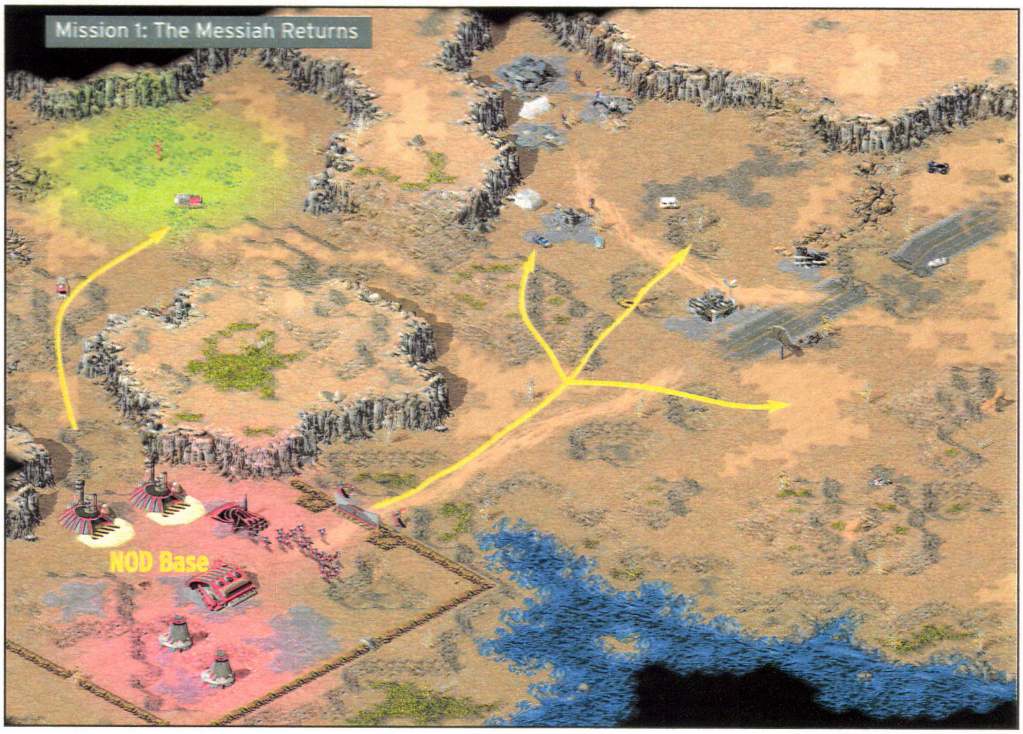
The units you place will also destroy any units appearing in close proximity quite effectively. If you can't afford to leave units scattered all over your base, try placing pavement around. As well as preventing units from appearing in your base, it also prevents craters from appearing.



The NOD Mission Maps

GDI Maps Start on Page 166

PLAN OF ATTACK Now You Can Plan Ahead to Crush the GDI Forces Into the Tiberium



NOD UNITS

Engineers
You can take over an enemy building with one engineer.

Cyborg Commando
One of the best units in the game, Cyborg Commandos are a huge threat to the enemy. They pile through enemy lines destroying troops, vehicles, and structures in much the same way as does the Ghost Stalker. They may be small, but they're tough as nails.

Subterranean APC
What could be more fun than drilling up into the center of your enemy's base and releasing a load of Engineers or Cyborgs?

Recon Bike
Use this unit to scout out the surrounding area.

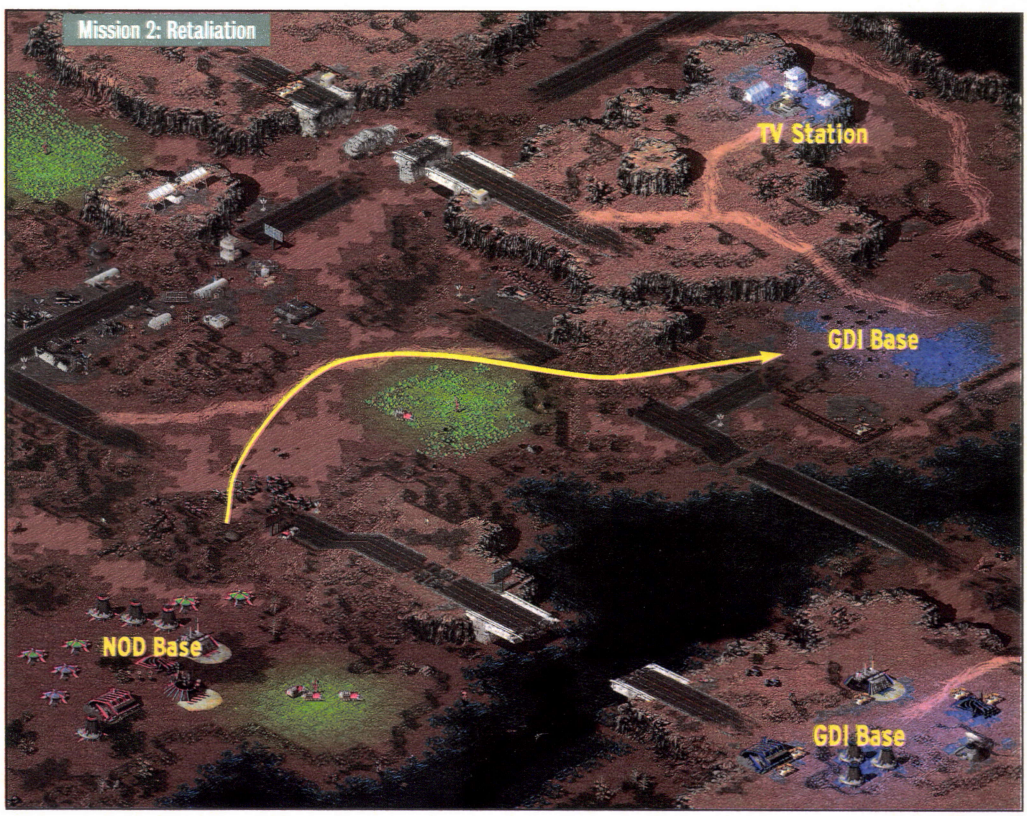
NOD UNITS (cont.)

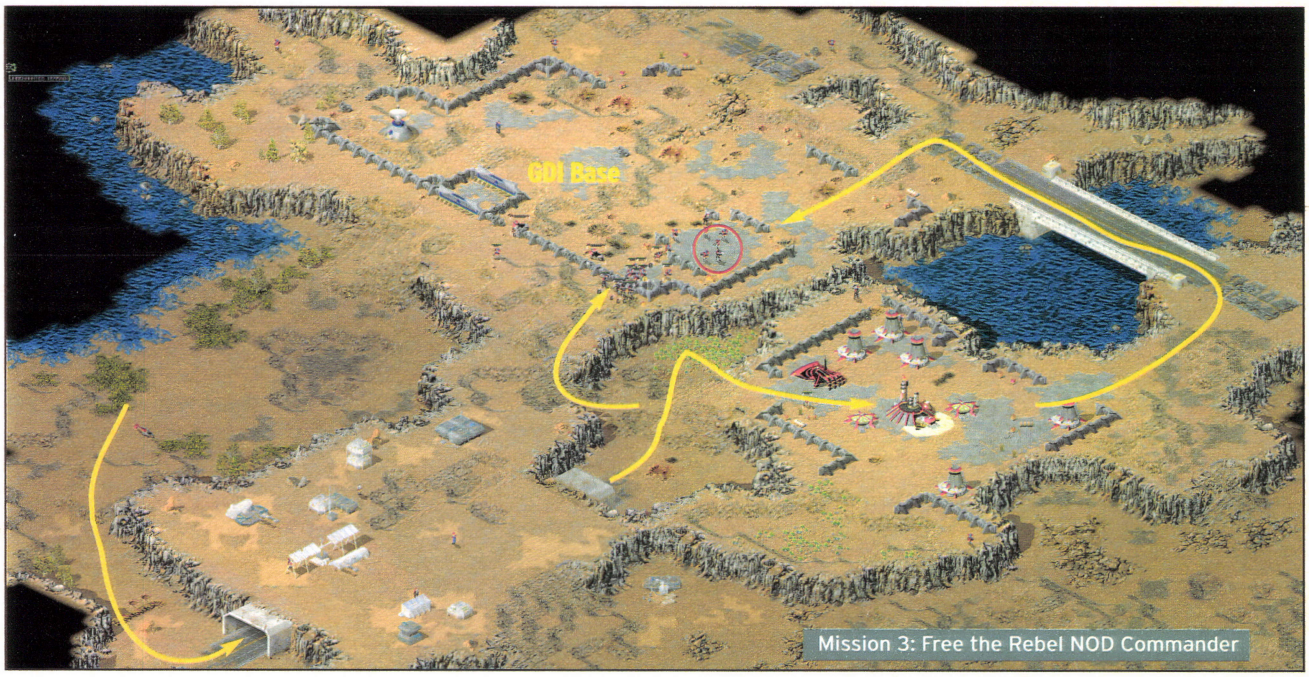
Light Battle Infantry
Like the GDI Infantry, the NOD Light Battle Infantry are great in large numbers against both vehicles and ground troops, as long as they aren't run over.

Cyborg Infantry
Similar to the Light Battle Infantry, but much more effective. These troops are heavily armed and can take a serious beating.

Mutant Hijacker
Ideal for capturing vehicles, use them to grab expensive enemy tanks such as the Mammoth MKII, then use the GDI's own firepower against it.

Rocket Troops
Great for destroying vehicles and structures, but pretty pathetic against Infantry.





NOD UNITS (cont.)

Weed Eater

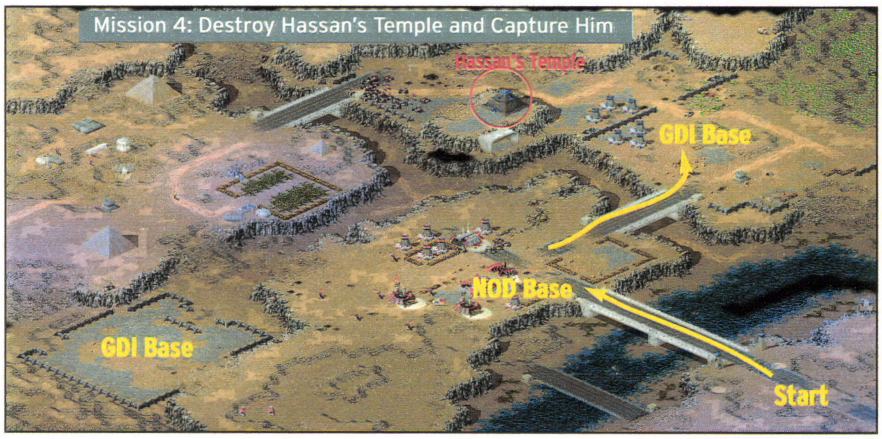
Use this vehicle to harvest the deadly Tiberium veins that allow you to produce chemical weapons.

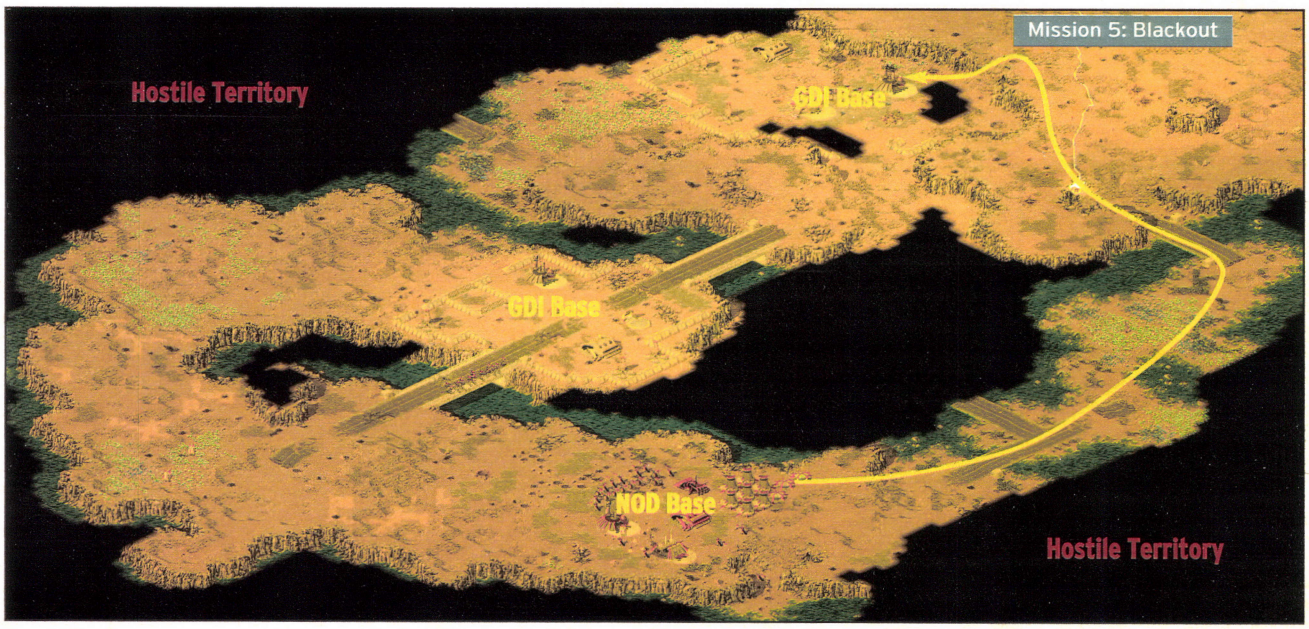
Tick Tank

A good defensive unit that has the ability to burrow into the ground. Use these vehicles to defend key base structures and Tiberium fields.

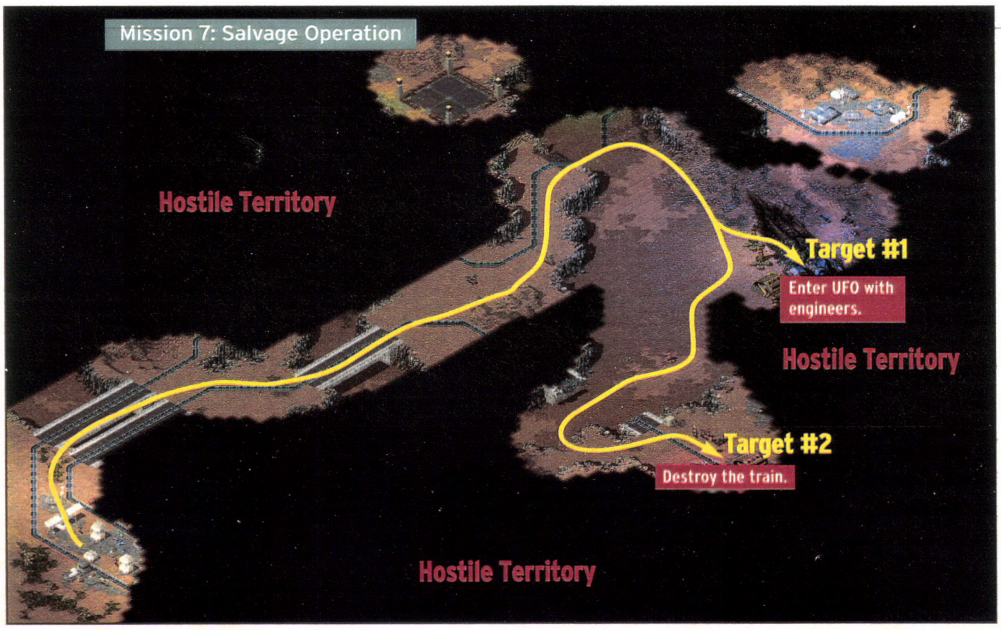
Stealth Tank

This light battle tank can cloak itself, which makes it extremely deadly.







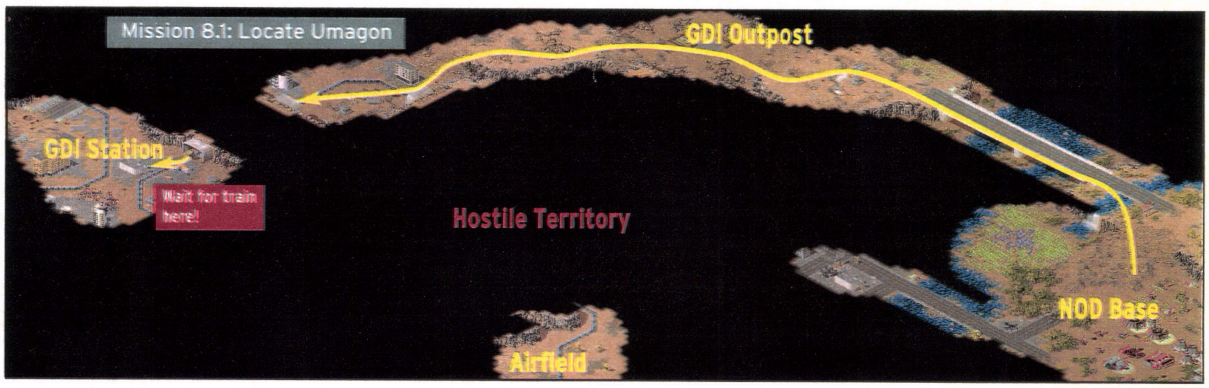


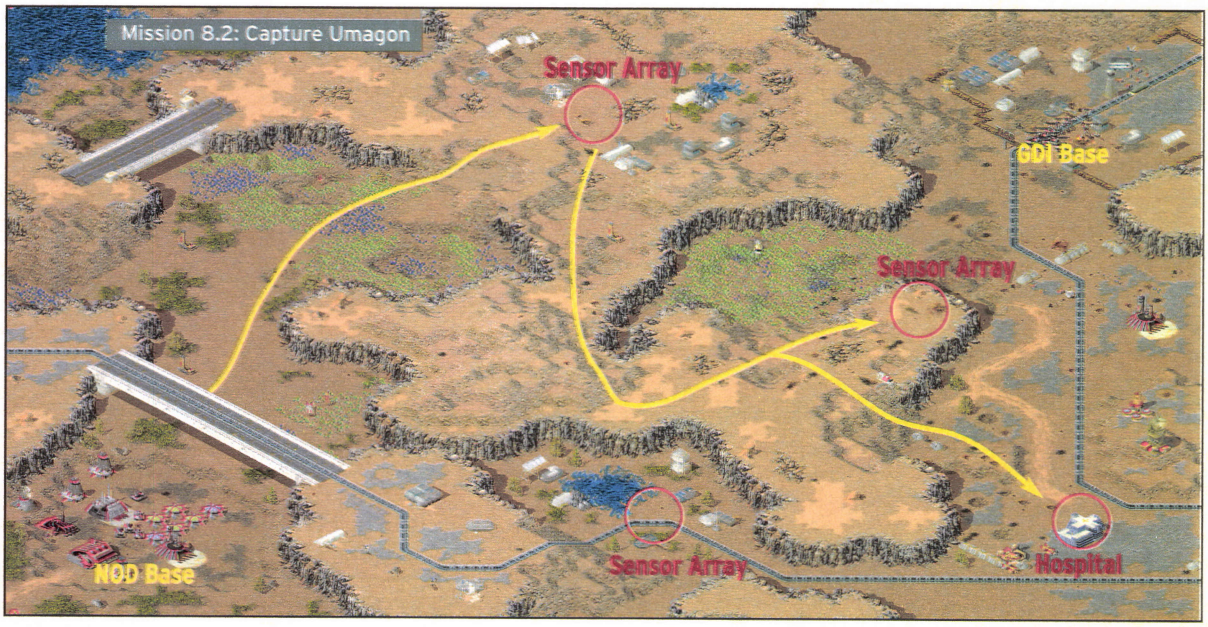
NOD UNITS (cont.)

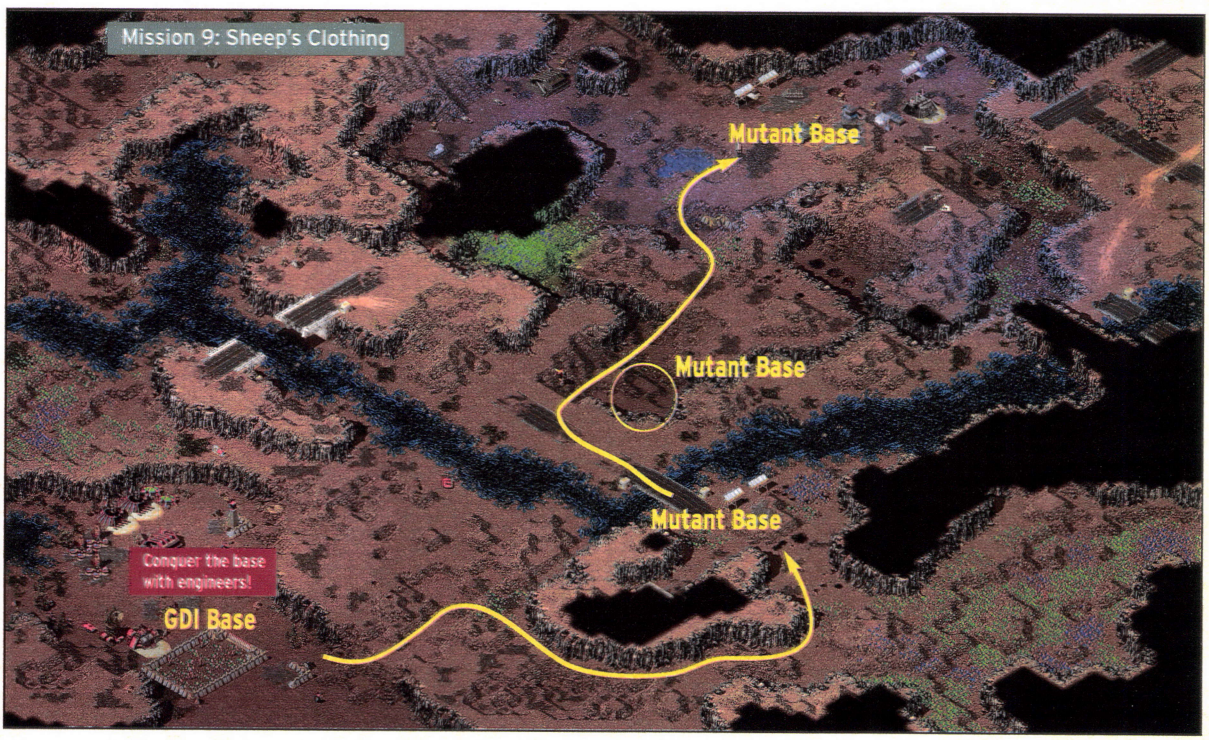
Artillery
It's not the most heavily armored unit. However, it makes up for this with its great range and firepower.

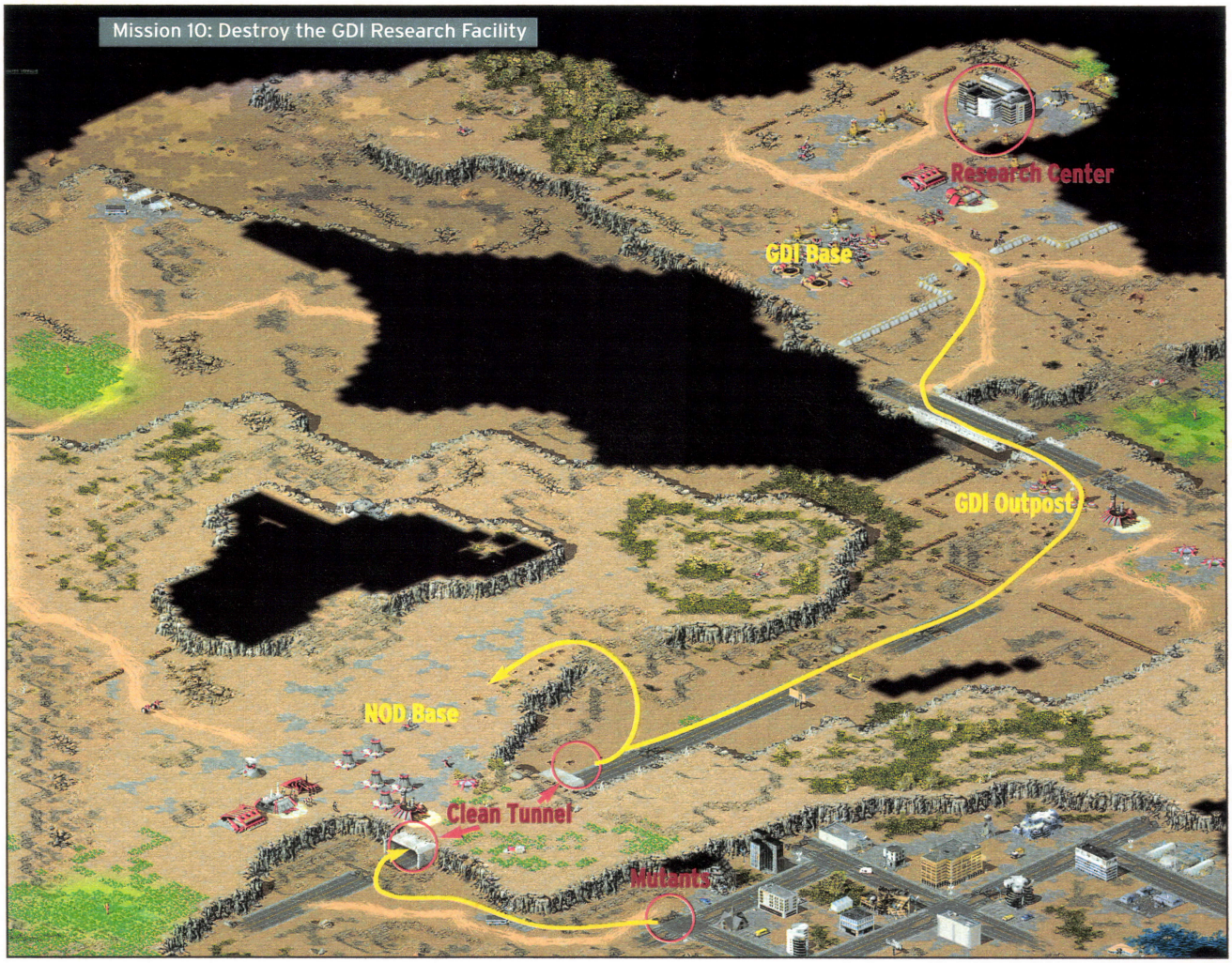
Harpy
NOD's answer to the GDI's ORCA, Harpies are fast, effective, and deadly.

Devil's Tongue Flame Tank
You'll plow through infantry units in seconds with this little beast. However, they're less effective against armored units and are too expensive to build en masse.


Mission 8.1: Locate Umagon
GDI Outpost
GDI Station
Wait for train here!
Hostile Territory
NOD Base
Airfield


Mission 8.2: Capture Umagon
Sensor Array
GDI Base
Sensor Array
NOD Base
Sensor Array
Hospital


Mission 9: Sheep's Clothing
Mutant Base
Mutant Base
Mutant Base
Conquer the base with engineers!
GDI Base

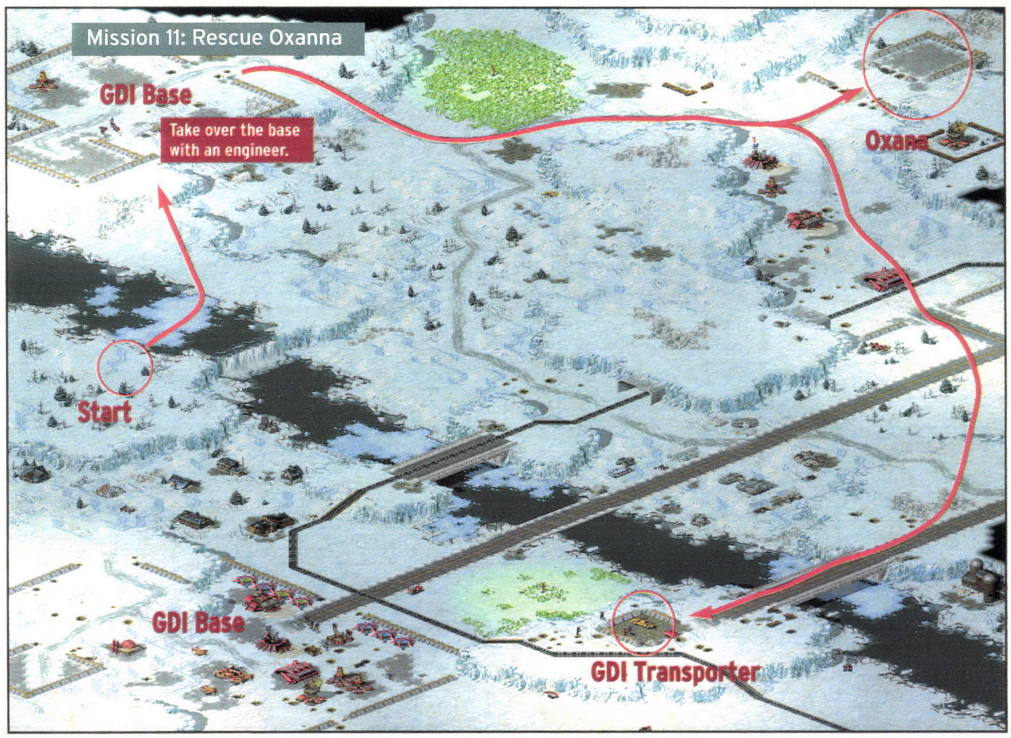


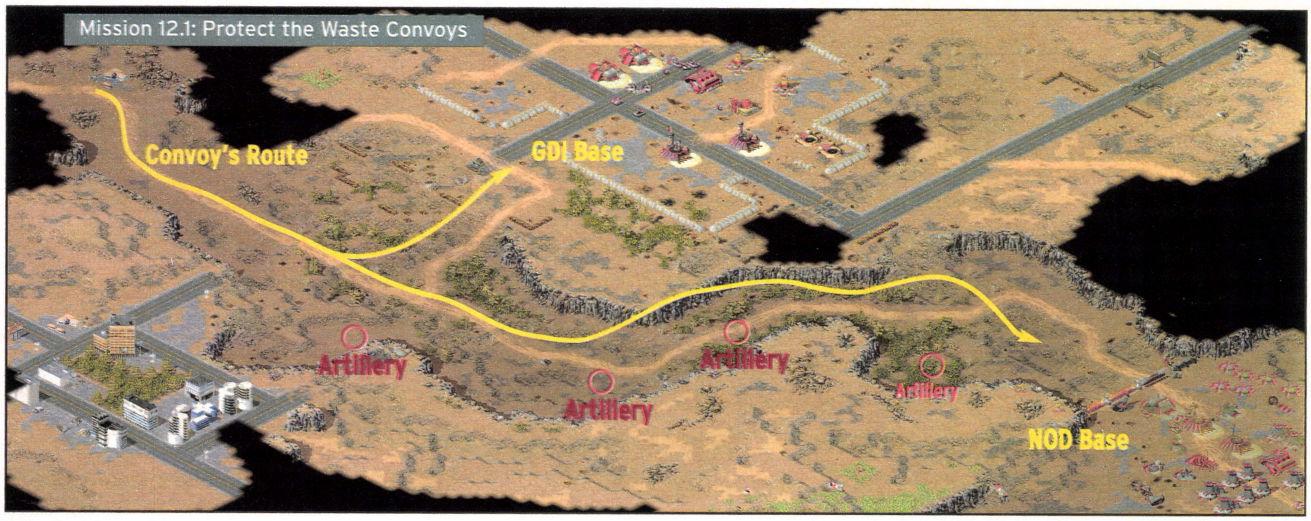
NOD STRATEGY

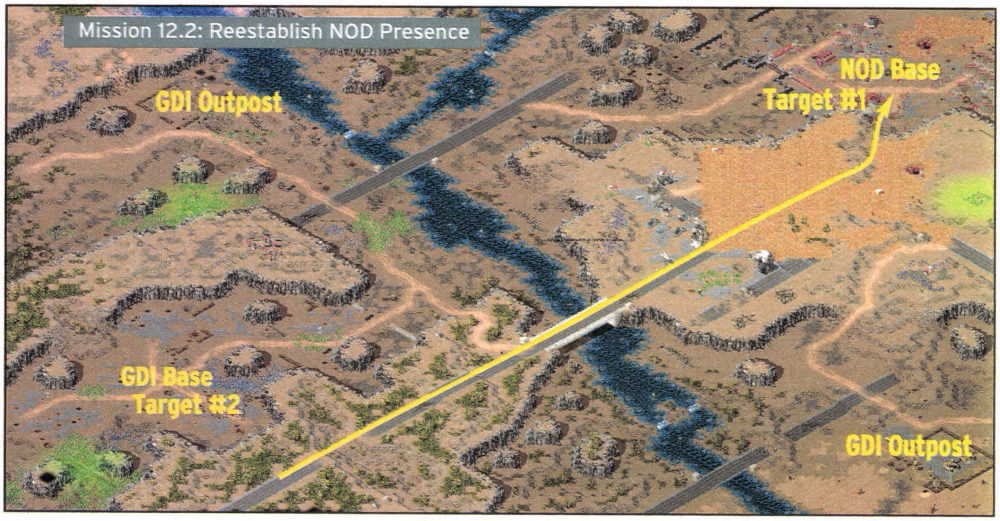
Team Up!

Again, teams, teams. The same applies to your armored units. Use different keys to select different unit types so you can tailor your attacks to suit the situations as they arise.

Have one infantry buster unit (Flamer Troops or Vipers), one heavy assault unit (Titans, Tick Tanks, and Artillery), and one air unit at the ready at all times. Having specific teams for different types of attacking or defending situations will allow you to be able to respond quickly and make the most of any sudden opportunities that may arise, such as an unexpected breach of enemy defenses.





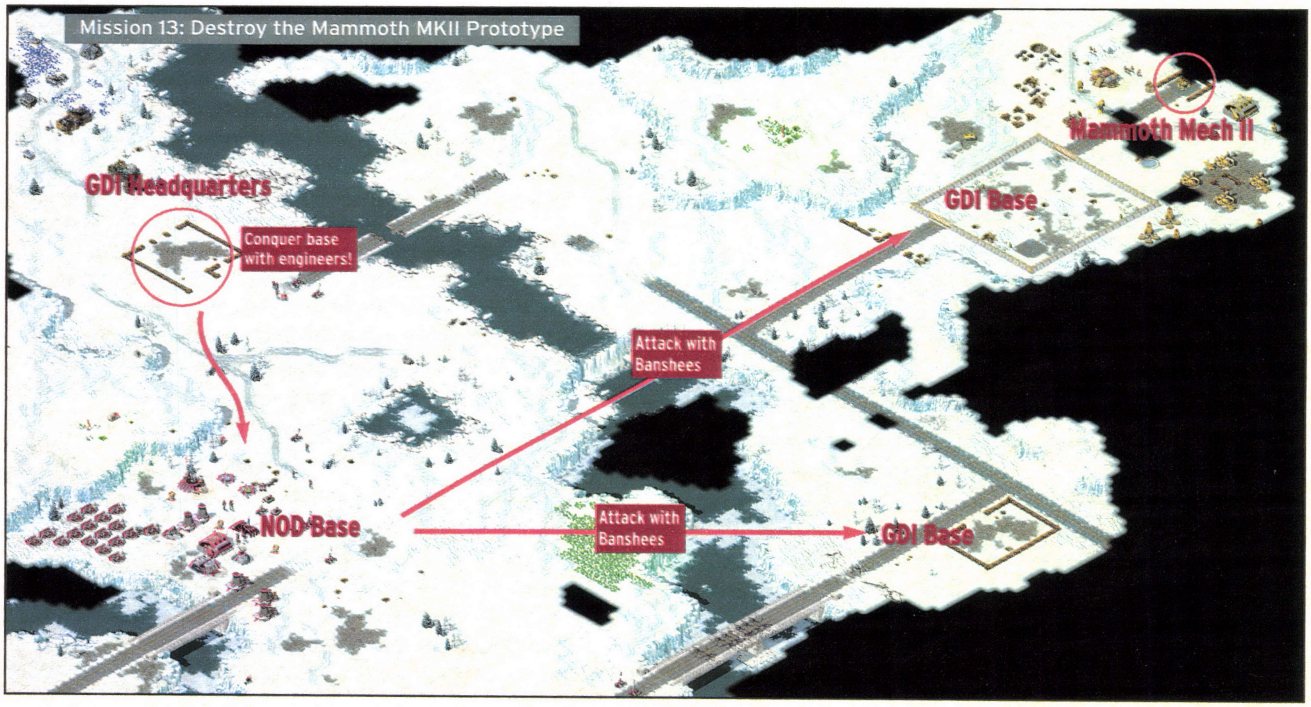


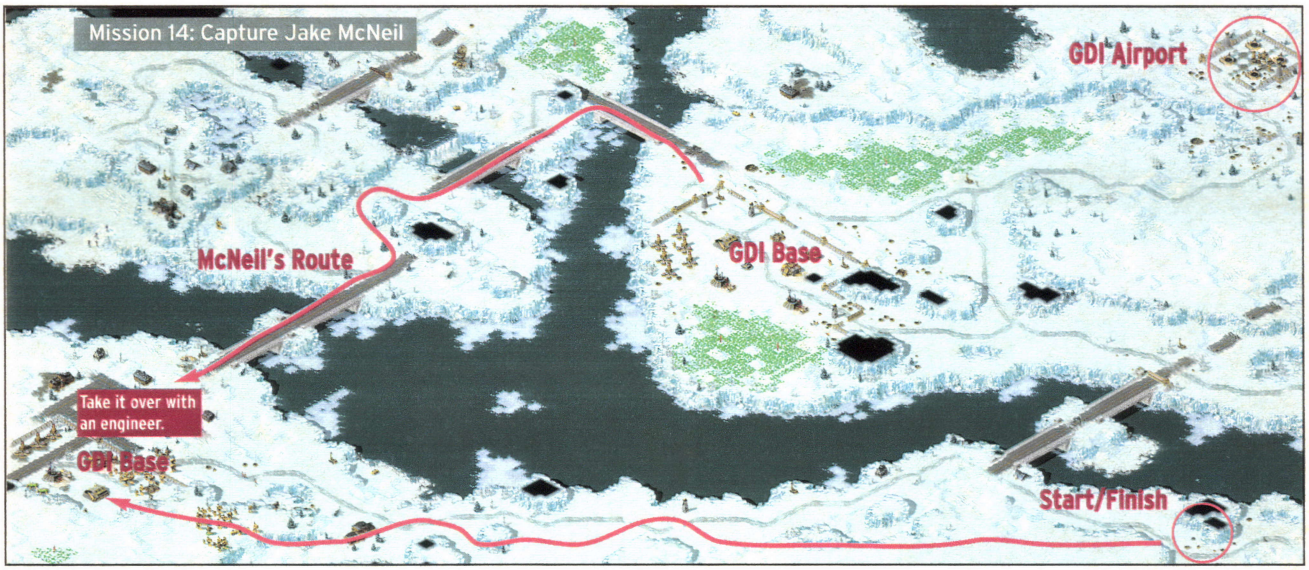
NOD STRATEGY (cont.)

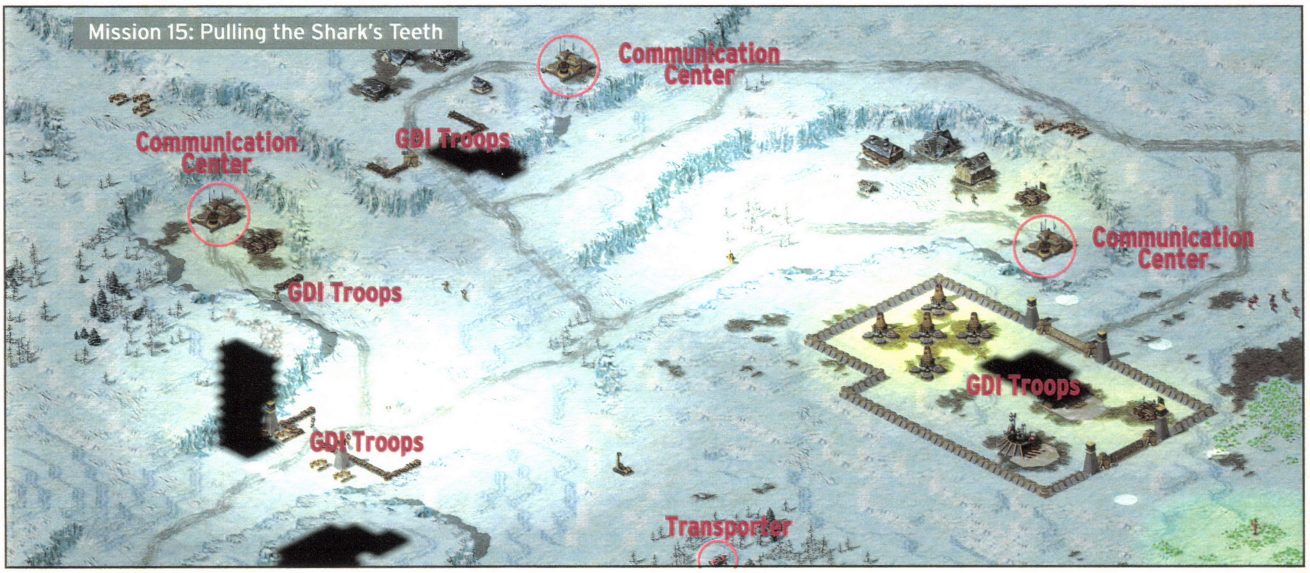
Mix 'Em Up!

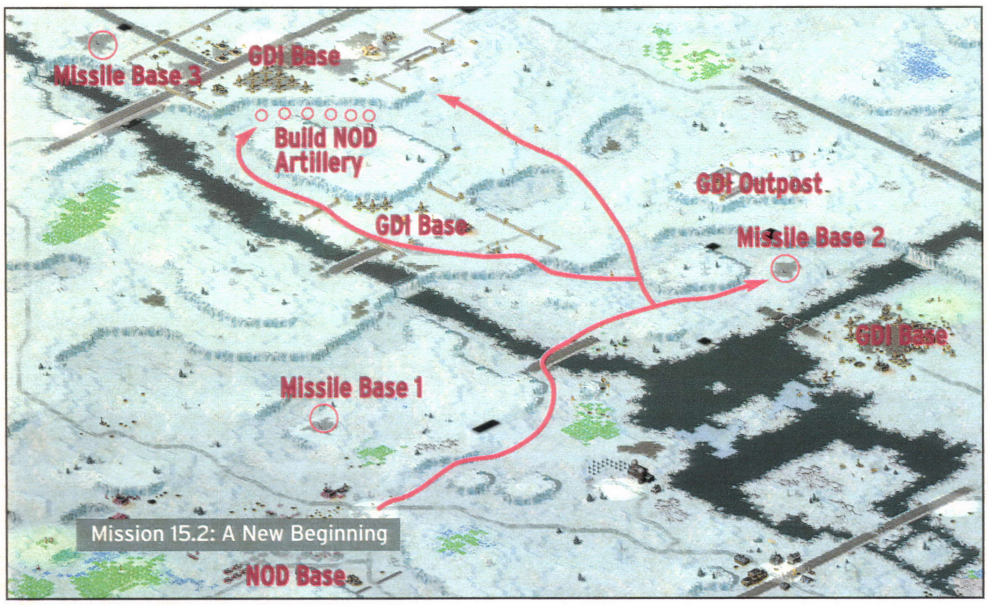
Be sure to have mixed infantry teams assigned to a hot-key on the keyboard. You should have 30 percent close-range units (Machine Gunners), 60 percent medium-range units (Disc Throwers or Rocket Troops), and 10 percent Medical Assistance.

Also use jump-jet troops against enemy hardware units—while they are in the air only a few enemy units can strike back.









NOD STRATEGY (cont.)

Tiberium Tantrums

For highly effective use of Mutant troops, always try to lure enemy units onto Tiberium fields. You will be able to devastate forces much larger than your own, as the Tiberium will regenerate your troops. Avoid this tactic on blue Tiberium though, or you'll run the risk starting a chain reaction of explosions that could take out the entire field—and your troops with it. When you lure enemy troops onto Tiberium, encircle them, staying just out of range. Eventually they will collapse and die.

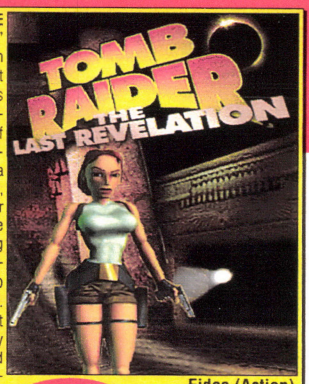
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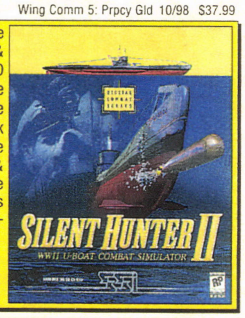
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Mindscape (Simulation)
Release: 12/99
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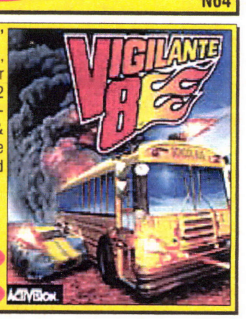
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Activision (Simulation)
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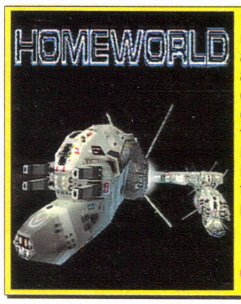
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Sierra (Strategy)
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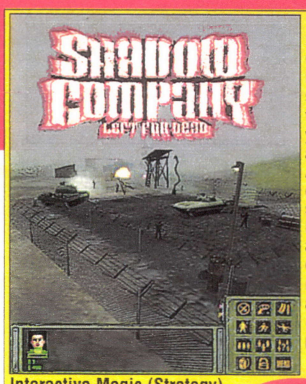
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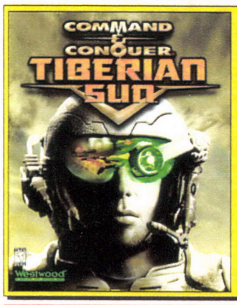
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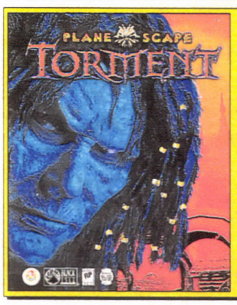
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Power Tripping!

BUILD UP YOUR DOWNTOWN With Our *SimCity 3000* Strategy Guide

Welcome to the world of *SimCity 3000.* Your mission is to construct a major city, manage it through the ups and downs, and make it a major settlement. This strategy guide will help you navigate the minefield that is being a mayor.

Getting Started

Initially, you'll see a square area of ground primed for your bulldozers. Pause the game clock so you can build your city's basics without losing time.

Once you've decided on a city site, it's time to start construction. Enclose three 10-block squares with single-lane roads. Build a light commercial zone inside the middle square, then place a light residential zone and light industrial zone on either side of the commercial sector.

Power Plants

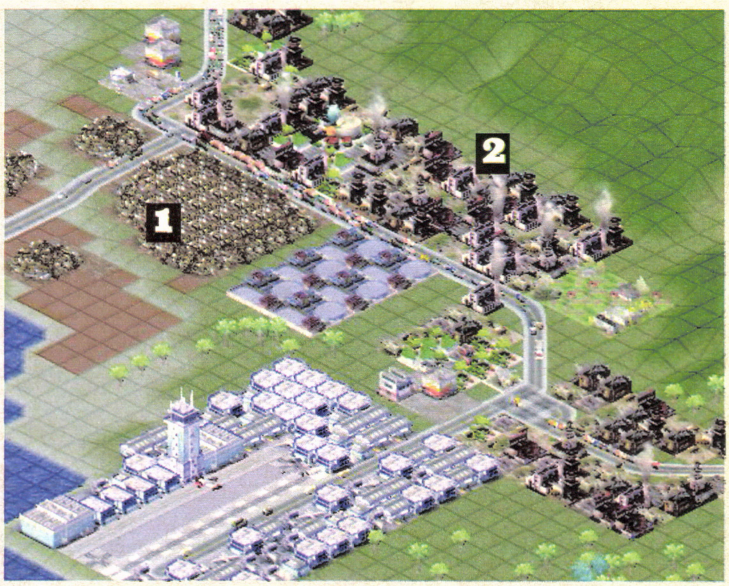
Your first power plant will burn coal or oil and will create a lot of pollution. So, you should build power stations as far away from your city as possible. This will allow your city to grow without residential areas ending up next to power plants. Run power cables into the industrial sector.

Waterworks

Now set up your water supply. Build a pumping station on the edge of a nearby freshwater lake. After the pumping station is in place, select the pipework option and link it to the closest city zone. Now go back above ground

NECESSARY NASTIES

Sure, people need these facilities, but when it comes time to build one, everyone's quick to yell, "Not in my backyard!" Place things like dumps, industrial centers, and airports near each other.



1. Locate your dumps far away from your picky little Sims. Not only do they generate lots of trash, they get testy if they have to live near it.

2. Place industrial centers near the dump, as no one wants to live near them either. Out here there's plenty of room to expand your airport.

and use power lines to power the pumping station.

Landfills

To curb pollution, place the landfill on the far side of your power station, away from the city. Build a road from your zoned areas to the landfill so the trash trucks can haul the rubbish away.

How to Zone

Follow the zoning pattern of industrial next to commercial next to residential. As your population grows, begin using the more expensive "medium" and "dense" zones.

Police and Fire

Build a police station and a fire house. Each police station and fire house covers a certain radius around its location. To check the area covered, select the Adjust and Review menu, then highlight the View Data menu, where you'll find the police and fire coverage map. Add more police stations and fire houses as your city grows.

The Taxman

It's now time to look at your budget. How you raise and spend money is one of the key factors in creating a successful city. Early in the game, don't raise taxes too high or you'll be unattractive to potential residents and businesses.

To begin, set the industrial and commercial taxes at about 7-8 percent and your residential rates at 9 percent. As your population grows you'll be able to increase taxes slightly.

Go From a Town to a City

Construct at least one, if not two, schools. This will keep your existing residents happy and make your city more attractive to newcomers. After you have a few schools, build a college, a library, and a museum.

You also need to build hospitals. Without a decent health service, your new city's appeal is going to be very limited. Build hospitals close to major traffic routes and other service buildings.

As your city grows, you'll need to increase your monthly income in order to keep everything funded. Consider selling surplus products, such as power and water, to raise revenue. Consult your Utilities Advisors before you sell any products and they'll tell you if you have any to spare.

Sell Your Surplus

If you have a water or power surplus, run a set of overhead cables or water pipes from your city to the edge of the map to begin sell-

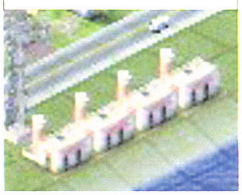
SURE, IT MAKES POWER, BUT THE KIDS HAVE 3 EYES

Balancing utilities' cost versus output versus pollution is crucial for building a strong infrastructure.

ITEM	COST	MEASUREMENT	POLLUTION	LIFE-SPAN
Coal Power Plant	5,000	6000 MW/h	Dangerously High	75 Years
Oil Power Plant	8,500	7000 MW/h	Dangerously High	75 Years
Gas Power Plant	4,500	3000 MW/h	Very High	80 Years
Nuclear Power Plant	20,000	16,000 MW/h	Low	65 Years
Wind Mill	250	200 MW/h	None	120 Years
Solar Power Plant	15,000	5000 MW/h	None	100 Years
Recycling Center	5,000	Sufficient/Insufficient	None	75 Years
Incinerator	7,500	Cap.: 4,500 t/mo	Dangerously High	80 Years
Waste to Energy Incinerator	25,000	Cap.: 5,250 t/mo	Very High	70 Years
Pumping Station	300	Cap.: 1,500 m3/mo	--	110 Years
Water Tower	150	Cap.: 600 m3/mo	--	130 Years
Water Treatment Plant	15,000	Cap.: 60,000 m3/mo	--	70 Years
Desalinization Plant	1,500	Cap.: 5,000 m3/mo	--	100 Years

Water Sports

When installing your **WATER SYSTEM**, link several pumping stations together. Adding more stations at the 1,500m3/mo level will ensure that your Sims are adequately watered down. And if you have a water surplus, you can sell it to your neighbors to earn some needed extra cash.





HERE THEY COME! Once the pieces are in place, Sims will flock into your city. Make room!



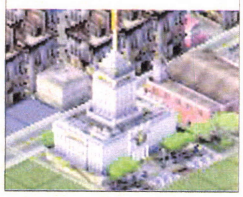
THREAD THE NEEDLE Using landmarks, such as the Space Needle, is a great way to bring Sims into your city and keeping their morale sky high.



SIM FLIGHT Dilapidated buildings and yards littered with trash will make your Sims hit the road faster than you can shake a welfare check at. Build lots of parks, schools, and museums.

911 BASICS

When starting a new city it's easy to focus on the utilities and forget about the other essentials. Build **POLICE STATIONS**, fire stations, hospitals, and schools. Without these requite amenities, Sims will be slow to move into your city, and you'll be unprepared for disasters.



ing the surplus to your neighbors.

Developing Transportation

Transportation will make or break your settlement. Your Sims need to be able to move around the city freely and easily.

One-lane roads are the cheapest means of moving your people about the city, but they quickly become congested with cars, so build bus stops on each of your city blocks.

Railways

Building railroads improves transportation further. Rail lines allow people to travel long distances, so they're ideal if you've set up an out-of-town industrial sector. Remember to build stations.

Subways

If you decide to build a subway system, build the stations *before* you lay the tunnels. Then, once you've built a series of stations, select the underground tunnel icon and link them up.

Highways

As your city starts to spread, you'll need to replace some of your roads with highways. While highways can carry more traffic, they're expensive, so don't go overboard. They also produce more pollution and noise, so avoid placing them too close to residential zones.

Airports

Airports will increase tourism and commercial interests in your city and thus generate greater revenue. However, they do have a down side. The noise pollution generated by an airport is bound to upset any local residents, so build airports just out of the city and link them to the center with rail and road routes. Don't forget to run power lines out to power your airports.

Ports

Like airports, ports will increase your tourism and commercial interests and keep the population happy. Ports must be on the shore of a large body of water and only one level above sea level.

Bridges

To build bridges, select the Road menu and drag a road right across the river to the far side, providing at least five squares of



FLY AWAY HOME Want your city to become a megalopolis? You need an airport.

KEEPING EVERYBODY HAPPY

To keep the Sims—and their tax dollars—flooding into your city, you've got to keep morale very high. Here are several ways to do it.



1. Marinas, like parks and zoos, do a great job of attracting tourists, keeping your citizens happy, and ensuring that your town's aura is nice and high. All of which makes you a better mayor.

2. The Sydney Opera House is a great tourist attraction.

3. Scatter parks here and there to give your Sims a nice place to relax.



LOOKING GOOD SO FAR! Here's an example of a fine looking city. You can build one too, if you follow our advice.

road on either side of the water. Also, keep in mind that the water can't be too deep and the land on either side of the river needs to be even.

To help you spot shallow areas of water, you can use the Pipe Work menu to check out the terrain below the surface.

It's All About the Money

There's no way around it: You must balance your books. At the start of each game you'll have a very limited amount of money so be careful with your initial development. If you have to take out a loan, only borrow the bare minimum you need. If you need more money you can always borrow a little extra.

Good Deals Vs. Bad Deals

Deals with other cities or businessmen are another important revenue source. However, look carefully at the long-term costs involved in each project. For example, receiving trash from other cities will bring in a nice sum of money, but it will have a major impact on your city's reputation.

Quit Spending!

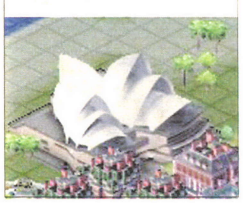
Only lower spending on services in times of real financial strain, and avoid taxing your residential areas too highly or you'll find it difficult to attract people to your city. Likewise, keep your industrial and commercial taxes low initially and raise them as industries begin to fight for space in your booming city.



MAN, THAT'S FUGLY! Industrial zones can end up looking like something out of *RoboCop*. Yuck!

MILK THE TOURISTS

In *SimCity 3000* there are quite a few ways to bring in that extra cash. If you find yourself strapped, consider legalizing gambling. The tax dollars should come flowing in. If you're doing well and just want to bring in some tourist money, build a few LANDMARKS and milk the hapless suckers like there's no tomorrow.



The Big Wrap Up

In *SimCity 3000* you'll find that it's impossible to keep everyone happy all of the time, but you can take certain steps to ensure that you keep as many people happy as possible.

Keep your heavy industrial areas as far away from your main residential suburbs as possible and provide fast transportation links within your city.

Without parks and fountains, people will soon lose faith in your city and start to move away. Build at least one recreational facility for each city block.

Museums, schools, universities, and libraries are essential if you want to keep your Sims' education level high. Building landmarks, which are free, increases property value, promotes tourism, and makes your city look good.

If you take our advice and practice good city management, you'll soon be the toast of your virtual town. Good luck to you and your Sims!

PLAN YOUR WAY OUT OF A PAPER BAG

Proper placement of your city's various components, zones, and utilities is extremely important. You've got to plan far in advance.



1. Power plants create a lot of pollution; build them as far away as you can from water sources and residential zones. Run power lines from your power plant to the city.

2. Place residential zones on either side of commercial zones.

3. Building police and fire stations and schools will attract Sims.

Deadly Efficiency

THE BASICS Our *Quake III: Arena* Beginners Guide Will Give You the Tools to Make Your Online Enemies Weep With Shame

Tips

Armor
The red heavy armor is enough to protect you against all but the most powerful of shots. Combining two sets of the gold armor will give you the same protection as the red heavy armor.

Mega Health
The mega health will give you an additional 100 hit points, regardless of your current standing. Grab one with full health and head for the nearest red heavy armor.

Personal Teleporter
Confuse your friends as you vanish before their very eyes, then hear them shouting expletives as you shoot them in the back with a rocket.

Quad Damage
Without a doubt the most powerful and enjoyable power-up in the game is the quad damage. Collect this baby and you'll take out even the most stocked-up opponents.

The Fighting Scenarios

The Chasing Game
Use the rocket launcher when you're following someone at a distance. But don't shoot directly at them. Instead shoot at a spot where they are going to be in a second or two. Also, shoot at your opponents feet, so that even if you don't score a direct hit, the splash damage will injure your opponent.

In close quarters it's best to stick to the shotgun. It deals lots of damage to the enemy and, as it has no splash damage, you won't kill yourself when using it.

The Cunning Sniper
The most effective weapon for sniping is the rail gun. With it you'll hit any target the instant you pull your trigger and 9 times out of 10 this will be enough to waste them.

Combine this weapon with the zoom key and you'll be able to sit back and rack up kills. The rocket launcher is not an effective sniping tool: Rockets are slow and easy to dodge. Of course; sniping is for the weak, and if you go this route you'll probably never win and you'll earn the ire of the online gaming community. Wuss!



DEAF, DUMB, BLIND KID Our good friend Deaf didn't realize all that the job entailed when he applied. "WANTED: Newbie QIII player for multiplayer fun!"

The Surprise Attack
The various *Quake III* levels have plenty of hiding places from which to launch surprise attacks: stairwells, inlets, alcoves, and portals.

Stay out of sight and wait for another player to stroll past, then let them have it with your most powerful weapon. Often you'll only get one shot before you reveal your position.

A lot of the best hiding places are extremely precarious—one rocket near your feet and you'll end up in lava. And as with sniping, by lurking you'll quickly be deemed a piece of crap and hated by all.

The Free for All
When entering into a free-for-all battle you'll find blood flying all over the place. The only way to play this sort of game is to lay waste to your opponents before they can do it to you. Avoid slow-loading guns such as the rail gun. The shotgun is a good weapon for fragfests if your aim and reflexes are up to the task, but area weapons like the rocket launcher and plasma gun are the most effective, as they can hit more than one player at once.

Jumping Mayhem
The rocket launcher is lethal when you jump vertically above other players and fire down on them.

However, when you leap horizontally, firing where you're going to land can be fatal, as you'll land at the same time as your rockets. This is not fun. Try aiming slightly to the left or right of your landing zone and you'll greatly reduce this risk.



OUCH You're down to eight health points. Do you go out in a blaze of glory or run away like a Nancy girl? *Well...?*

Survival Techniques

On the Run

Often you won't realize you're being chased until it's too late. If you have to run down a long straightaway, alternate running forward and backward. While running backwards is risky, it'll reduce the risk that someone will sneak up on you. Also try to bob and weave. A moving target is much harder to draw a bead on. (Duh!)

Sniper Fire

If you come under fire from a lowly sniper your best bet is to rush them. When you're ambushed, the odds are 9 to 1 against you. The closer you get to the sniper, the better your odds get.

The next best way to take out a sniper is to snipe them first, à la Private Roy Jackson in *Saving Private Ryan.* Memorize his mantra for good luck: "Blessed be the Lord my strength, which teacheth my hands to war, and my fingers to fight." Even if it doesn't bring you luck, you'll really creep out anyone sitting near you, which is always a plus.

The Counter-Offensive

As with the sniper attack, you won't know about an ambush until it's happening. You can, however, take advantage of your attackers' precarious positioning.

If you see the slimy bastard standing on a ledge over some lava, try landing a rocket on the ledge next to him. This will send him flying off the ledge to his death, and to add insult to injury, he'll lose a frag.

Survival of the Fittest

If you end up in a free-for-all melee, you're going to die. Your best bet is to take out as many of them as you can. Some people suggest scooting out and finding cover, but no one ever won a deathmatch acting like a little girl.

Learn the Levels

If you don't know the level, you're dead. Start up a multiplayer game without any players and roam around, memorizing where armor, health, and weapons are located. This is also a great time to scout advantageous positions.

Practice Makes Perfect

You'll never get better without practice. This, of course, means that you'll get waxed more often than your ugly Aunt Wilma's moustache. But don't fret. Learn the levels, learn the weapons, and soon, grasshopper, you too will be a fragmaster.



I BELIEVE I CAN FLY Don't quit shooting just because you're in mid-air! Keep the heat on him until he's dead.

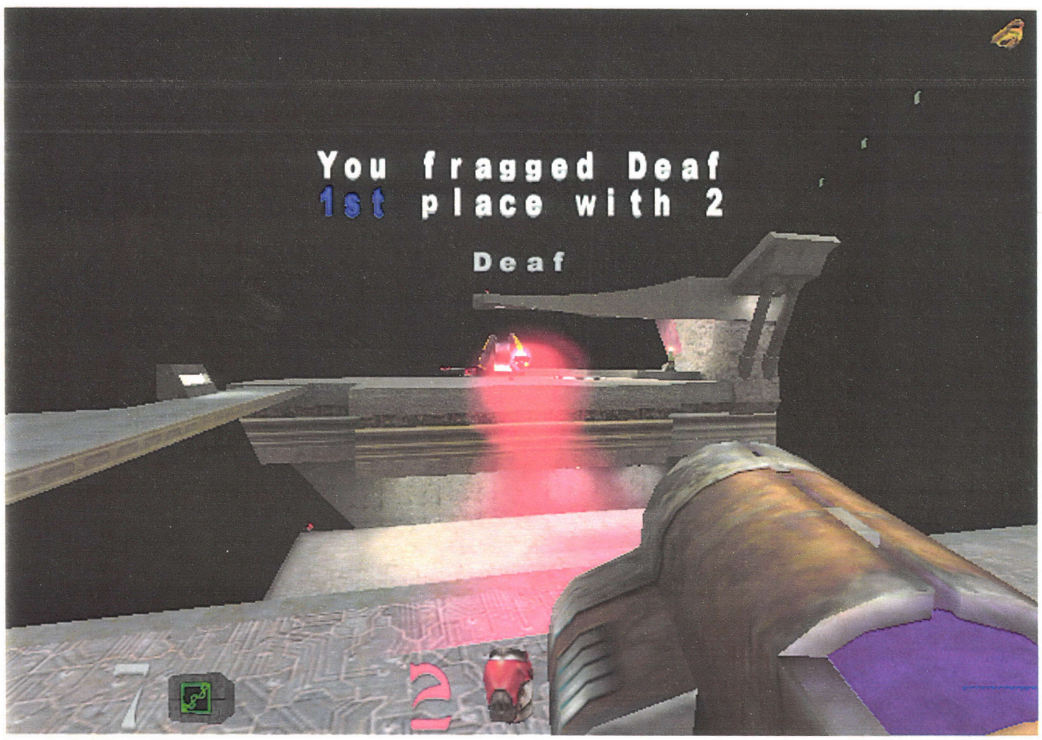
Tips

Reduce the Enemy's Frags

If your buddies are running away with the game and racking up loads of kills, try blasting them off platforms into lava or into oblivion. You won't get a kill yourself, but you'll take one frag off their score, which is guaranteed to wind them up completely.

Rocket Jump

If you want to reach a vantage point that is just out of reach, try rocket jumping. To do this, run forward with the rocket launcher while aiming at the floor. Fire a rocket, without stopping, and jump as it hits the ground. The blast will propel you skyward. One note: Don't try to rocket jump while you have the quad damage. You'll blow yourself to smithereens.



THAT HAS GOT TO SUCK Deaf just got a mouth full of rail slug, courtesy of your great aim. There is something so special about turning your friends into quivering masses of humble pie. Don't forget to rub it in!

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LETTERS

Here's what some people from the computer game industry are saying about incite PC Gaming.

Send your letters to: letters@incitepcgaming.com or
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650 Townsend St., Suite 305
San Francisco, CA 94103

"incite's design and layout looks great. It's very sleek. It looks to be a great vehicle to reach the hard-to-reach casual gamer."

–Paul Baldwin, vice president of Marketing Eidos Entertainment

"The gaming industry has grown beyond the core. It's great to see that *incite PC Gaming* is going to address this newer and broader audience."

–Dave Shaw, executive director of Worldwide Brand Marketing Fox Interactive

"The interactive entertainment industry has seen the move of gaming into the mainstream for a while now. With publications like *incite PC Gaming,* we'll be able to show the public just what we had in mind: extending our entertainment properties to a wider audience."

–Tom Byron, product marketing manager LucasArts Entertainment Company

"Gaming has become a legitimate form of entertainment."
—Andrew House, Sony

"Gaming has become a legitimate form of entertainment and a popular leisure pastime enjoyed by millions of people. It is natural to see a magazine like *incite PC Gaming* come along to capitalize on this market."

–Andrew House, vice president, Marketing Sony Entertainment

Diary of a Half-Lifer

incite PC Gaming Sits Down With Gordon Freeman, Everyone's Favorite Alien-killing Ph.D.

It's been damn near a year since *Half-Life's* Black Mesa "incident," in which Gordon Freeman killed countless commandos and destroyed an alien race.

Now, with a sweet government job and a little bit of fame to boot, the world's coolest MIT alumnus reflects on last year's events.

Did you have any idea how dangerous your work at Black Mesa was?
Well, you go in there knowing that there's a certain level of danger in any work that involves radioactive materials. Plus, I kept seeing this guy in a blue suit walking around the halls carrying a suitcase. But the weird thing was that he was smoking. Since Black Mesa was supposed to be a smoke-free workplace, it seemed kind of weird that this guy was willing to buck the rules so blatantly. Then I saw the aliens crawling around everywhere. That was a little weird, too.

I didn't want to die. Who would feed my two turtles, Cuff and Link? That's just wrong to leave a man's turtles to starve, y'know?

You were saddled with a lot of equipment. How did you manage to carry all that stuff around?
It wasn't easy. I'm not a big guy—I weigh about 165 on a good day. After the "accident" I must've been lugging around 200 pounds of gear. My hernia was bulging out of my boot grommets.

How'd you feel when they said, "Forget Freeman"? You know, when they left you there to die?
I was happy. How the hell do you think I felt? Who would feed my two turtles, Cuff and Link? That's just wrong to leave a man's turtles to starve, y'know?

Compared to you, the other scientists seemed pretty stupid. They ran right into machine gun turrets and crossfire. We know about your Ph.D., but were you in fact, the smartest guy there?
Of course I was the smartest guy there! What are you, a moron?

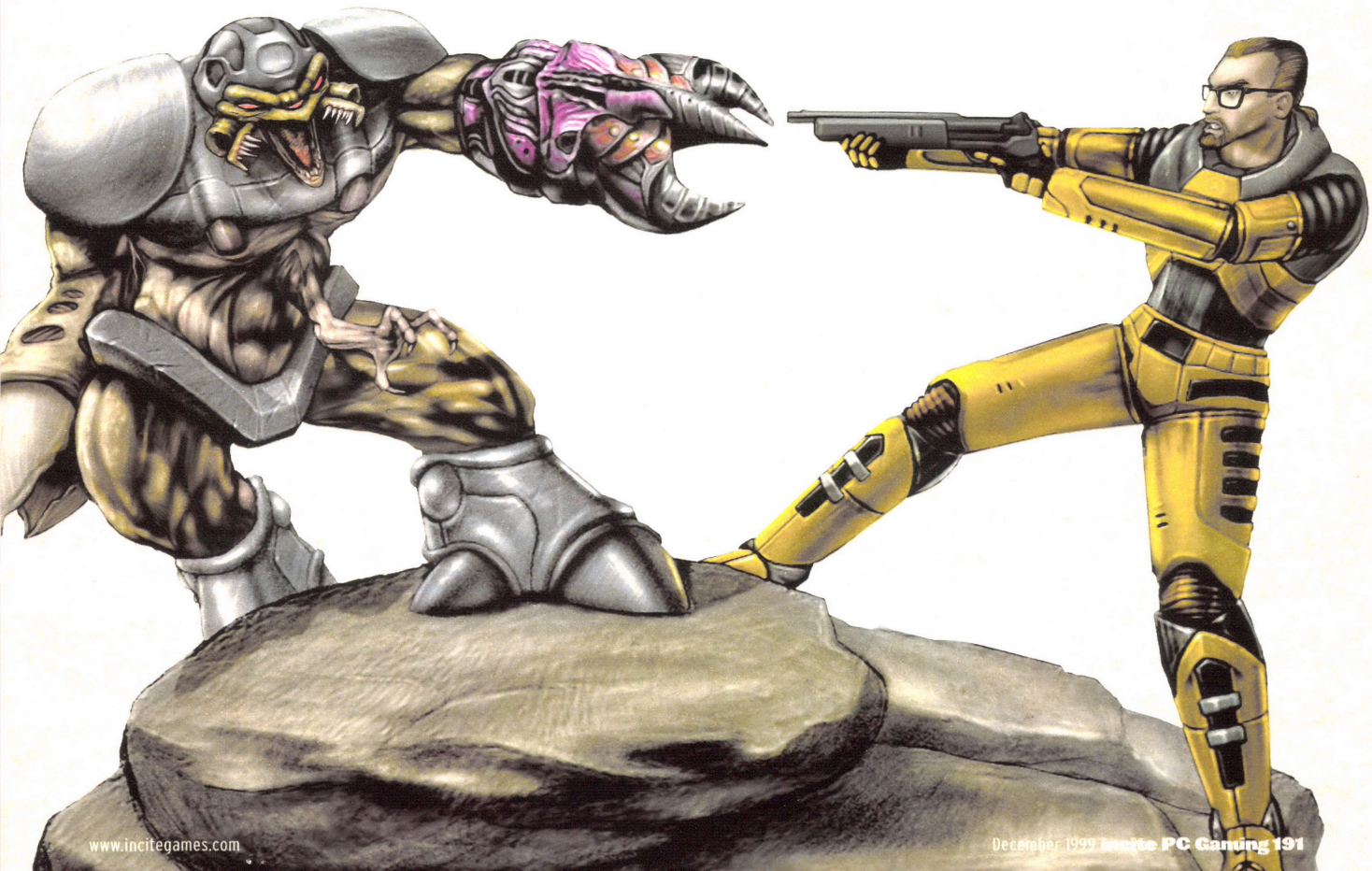
Well, if you were so smart, why'd they put you in the chamber with the sample? You'd think they'd have the smartest guys behind radiation-proof glass.
Go to hell! I didn't see your lame ass helping save the planet from alien invasion!

Sorry. Moving along. Was it hot on Xen?
Oh man was it ever. That place was like a San Francisco bathhouse after the Pride Parade.

While we're on that note, is there a special lady in Gordon Freeman's life?
[In suave, debonair voice] They're all special to me. What's your phone number, anyway?

Do you think you could kick the Rock's butt?
Does Marion Barry smoke crack?

No one thought you'd make it out. What do you have to say to those naysayers?
Nah nah na nah nah.



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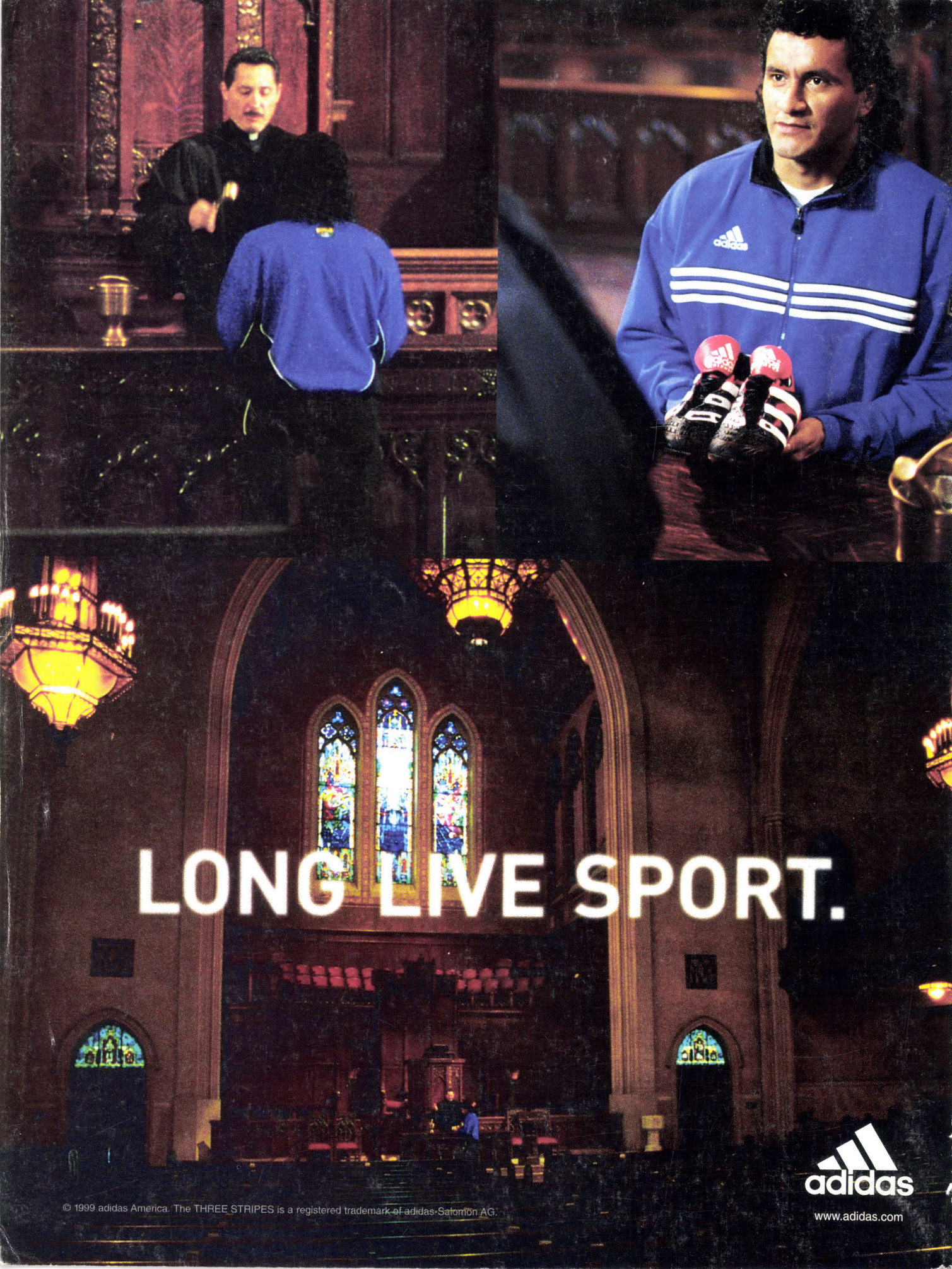




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